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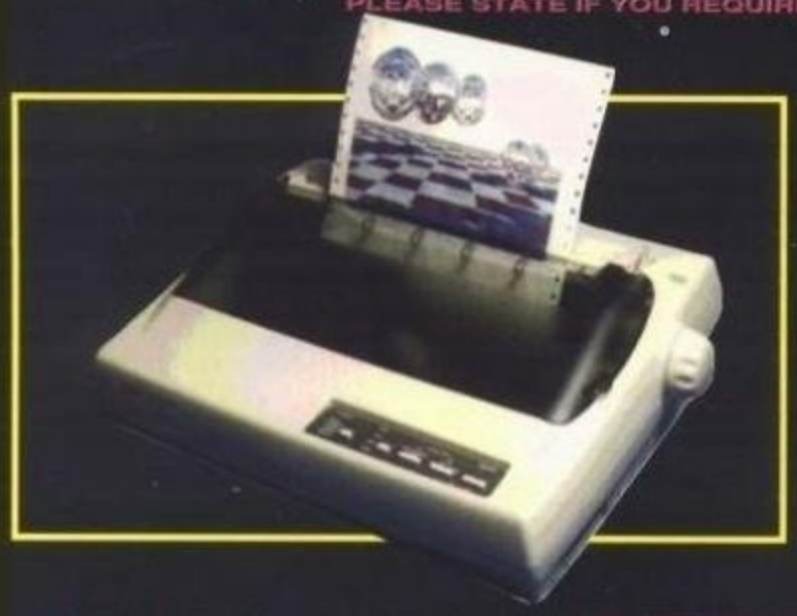

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COMMODORE FORCE

ISSUE 16
MARCH 1994

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Ian Osborne looks back on 1993 in the last ever instalment of Back to the Feature, sob...

THE TIPSTER 18
Not satisfied with his usual allocation of several pages, this month the ever-mad Tipster's got fourteen!

FORCES FOR ALL OCCASIONS 13
Remember the good ol' days of COMMODORE FORCE when we used to actually *review* games? So do we, and our knowledge of times gone by is demonstrated in this shameless attempt to get you to buy more back issues...

26 POSTER APOCALYPSE
A special, exclusive and utterly wonderful Oli Frey masterpiece... just for you.

BASH YER BRAINS 36
Another healthy helping of adventuring for toasty text-typing, GAC-bashing barbarians.

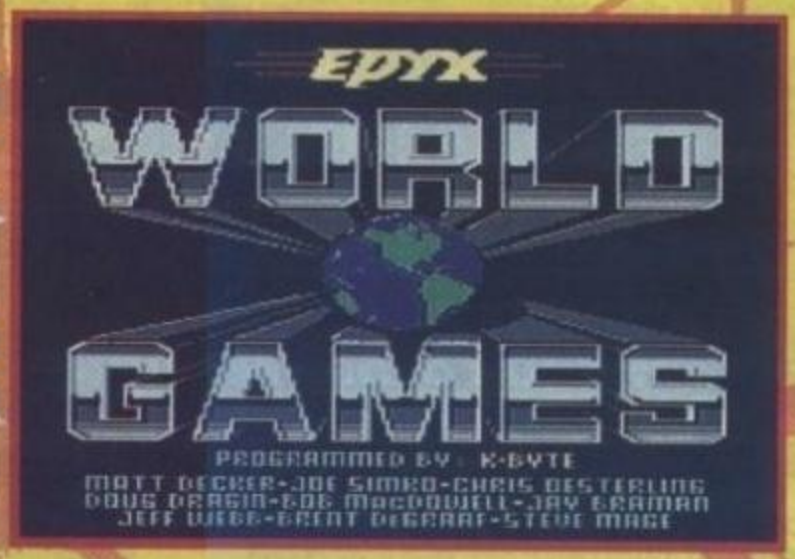
BIG TIPS POT!

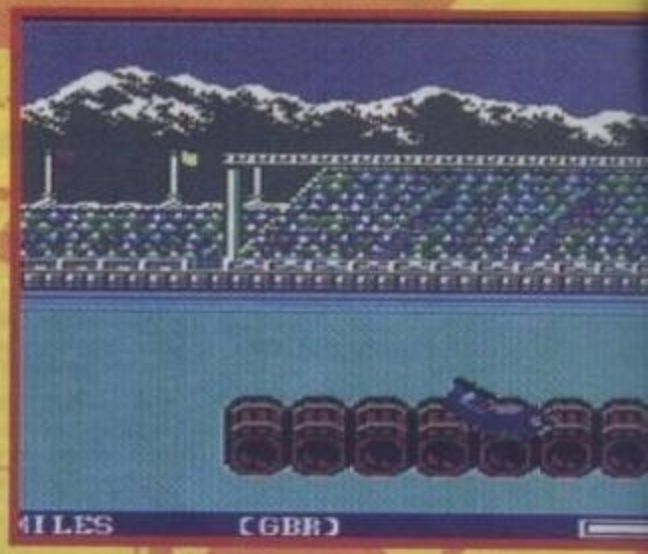
REEL ACTION

Beware of cheap imitations! Only COMMODORE FORCE can offer you the high standard of software you're by-now accustomed to — and every month, it just gets better. Here are this month's classy offerings...

WORLD GAMES

One of the highest-rated games ever, World Games is easily one of the sports genre's finest moments, with high-quality graphics, sound, presentation and — of course — superb playability. With the option of multi-player games, a short 'n' sweet multiload to link up the levels — each of which are almost entire games themselves — we reckon the 98% awarded to World Games was spot on.





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ULL FORCE

ANGRAM'S AILBAG 38
ed to a mere three pages, s not a happy man — nor an ive one either, if his affinity per bags is anything to go by...

ANGRAM'S 2 COMPUTER GREATS 48
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THE MIGHTY BRIAN 45
ch troubles solved here, but s, on one page only...

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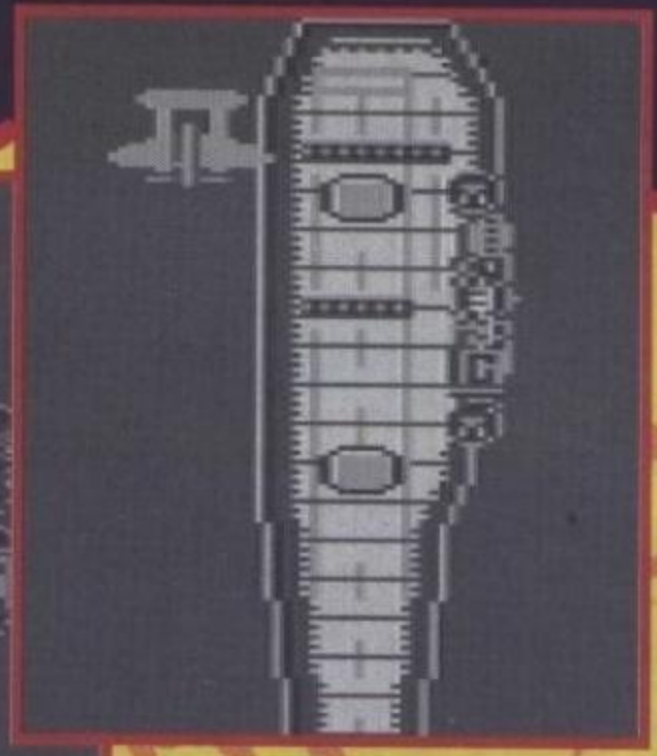
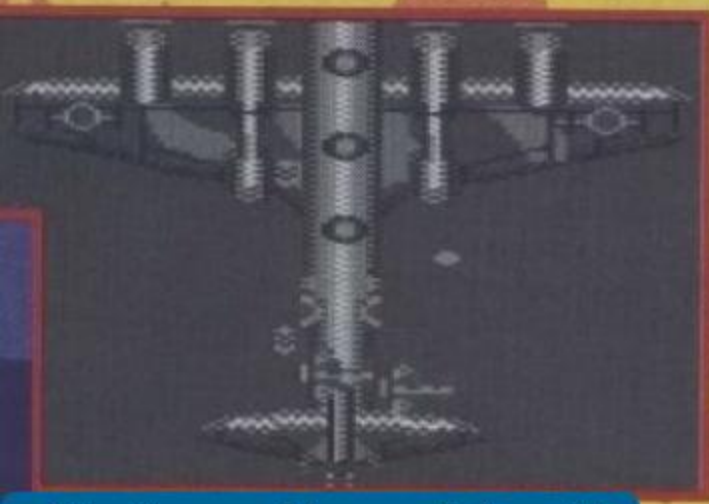
THE FORCEFIELD PLAZA
More goodies and bargain-hunting opportunities in our special superstore spread...

NEXT MONTH 50
What's in store for April '94?





1943

Shoot-'em-up action's all you'll get with this fast 'n' furious Capcom/US Gold blaster — but since when has *that* been a bad thing? Converted from the arcade machine of the same name, 1943 offers everything from two-player carnage to power-ups aplenty, all in a single load.

EDITORIAL

Times are hard for C64 gameheads. With a mere handful of commercial releases planned, even fewer chain-stores and independent computer stockists who intend to sell them, it's not hard to see why many 8-bit Commodore users are looking to other systems to provide the entertainment they crave. After all, who *isn't* impressed by new technology, better systems and the vast amount of software available for the 16-bits?

Of course, COMMODORE FORCE will still be around for a fair while yet, but the decline — even death — of the C64 software market presents us with a dilemma. With so many '64 users and CF readers remaining loyal, we're not planning to shut shop, but it's difficult to fill the pages these days. We reckon we've rounded-up every game genre, discussed nearly every game... without rounding-up the round-ups, I can't see how we can take software features any further! Still, if that's what you want, we'll be willing to try — or would you be interested in a more programming-orientated approach, with utilities on Reel Action (as well as the games) and more pages on coding, game design and Public Domain? Let's be honest. We're trying to sell COMMODORE FORCE to you because:

1) It's our job
2) We have a laugh doing it
3) We want your cash

Simple, isn't it? Problem is, if we're not writing the type of magazine you want, you're not going to buy it and we won't get your cash. Subsequently, we won't have a laugh doing it, because we won't have done our job properly and we'll be out of work. The solution? Help us to help you to help ourselves! WRITE IN! Tell us what you want and we'll provide it! We hope tha... hang on, a guy on the radio's just said the Queen's fallen off her horse and broken a bone in her hand or something. Oh no! That's terrible! I can't write an editorial column while there's a national crisis on! In fact, anyone wanting to send a 'get well' donation to the Queen can do so to this address: Buckingham Palace, C/O Commodore Force, Ludlow, Shropshire. I'm sure we'll... ahem, she'll, appreciate your gesture. Especially if it's lots of cash, and remember to make all cheques payable to 'James Price'', ironically the name of the Queen's new Ludlow-based Barclays account. 'Till next month, then...

Yours,

James!

James Price
Editor

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REEL AC

WORLD G

If you're fond of multi-player games, this is the perfect Reel Action for you. With a choice of strenuous sports or manic blasting, what more could a sociable gamesplayer ask for?

Starting Play

When the title screen has loaded, press FIRE to load menu screen. Choose one of the options from the menu using the joystick and FIRE BUTTON. The options for playing *World Games* are as follows:

Play All Events

Type in your name and press RETURN/ENTER.

To choose you country, move the cursor to the flag of your choice and press fire.

Repeat the process for additional players then press RETURN/ENTER.

A verification screen will appear. Select Yes to continue, or No to make changes.

Practice One Event

Use forward and back on the joystick to choose event.

Press FIRE to select.

NOTE: No scoring takes place during the practice round.

Compete In One Event

You compete in only the one event you've selected.

Use FORWARD and BACK on the joystick to choose an event.

Press fire on the joystick to select.

See World Records

Press fire on the joystick to return to the main menu.

THE GAMES

Weightlifting

In practice rounds, select type of lift by moving the joystick Forward or Back before pressing fire on the joystick.

In competition, you must complete the Snatch before you can compete in the Clean and Jerk. To select the weight, move the joystick left or right and then press the fire button. If no lifter wants to increase the weight, the judges add 5kg to it.

Press the fire button to begin the lift. You are allowed three attempts at the lifting events for each player.

The Snatch

To grasp the bar, pull the joystick back. Push the joystick forward to begin the lift. During the lift, pull back on the joystick to hold the snatch bar over your head. Push joystick forward to stand up. When two or more judges turn WHITE, pull back on the joystick to lower the weight.

The Clean and Jerk

To grasp the bar, pull back. To begin the lift, push forward. During the lift, push the joystick back to drop into a squat with the bar resting on your chest (clean).

To stand up, push forward. To 'jerk' the bar above your head, pull joystick back again. To complete the lift, push forward once more.

When two or more judges lights turn WHITE, pull back to lower the weights.

Barrel Jumping

To choose the number of barrels to jump, move the joystick Left or Right press fire to continue.

Your skater appears on the ice. Press fire to begin.

To move the skaters legs, move the joystick left or right.

To skate faster, maintain your joystick movements in rhythm with his legs. The green (black) flag indicates an good take off point. Press fire to jump.

Each player is allowed three attempts.

Cliff Diving

To select the height of your dive, push forward or pull back on the joystick — press fire and to prepare to dive.

Your diver will appear on the ledge you selected. Press fire to dive. To arch your back, push forward.

DEALS ON REELS!

Want ya REEL ACTION on disk? Well don't balance those covertapes atop your record collection — simply fill in this coupon and send it to Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford TF7 4QR along with the paltry sum of £1.49 P+P

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TION GAMES

CONTROLS

■ Use a joystick in port 2.

To avoid hitting the bottom, move joystick left immediately after entering the water.

Each player is allowed three attempts.

Slalom skiing

To start skiing press fire. Control your skier's turns by move left or right. Press and hold fire as you move the joystick to increase your speed and turning sensitivity. Complete the course by passing through each 'gate'. A gate is two flags of the same colour — you must pass between each pair of flags.

Missing a gate adds a five second penalty.

Log Rolling

You may compete against another person or the computer.

When PRESS YOUR FIRE BUTTON appears on either half of the screen, the player whose name appears on that half must press fire. The next player does the same. This begins the event. To move the lumberjack's legs, move joystick left or right, stay in rhythm with the logs or you may lose balance.

Each player gets three attempts.

Bull Riding

To choose which bull to ride, move joystick forward or back. the bulls are named (from the easiest to the hardest) Ferdinand, Elmer, Bob, Tornado and Earthquake. Press fire to start.

To respond to the bull's movements, move the joystick as follows:

Buck-Move: joystick left or right in the direction the bull is moving.

Spin: Pull the joystick back to stay on the bull.

Halt: Move left or right in the opposite direction the bull is moving.

Forward: 360 degrees spin. The bull makes a full circle.

Forward with fire button pressed: 360 Degrees spin. The bull spins through a circle and a half.

Centre Joystick: the bull backs and runs.

Back: The bull bolts suddenly.

Caber Toss

To run with the caber, move the joystick left or right in rhythm with the athlete's feet. To plant your feet and throw the caber, press and hold the fire button. As the caber pivots in your hands, release the fire button to complete the throw.

Sumo Wrestling

Press fire to go into the crouch.

Control your wrestler by repeatedly moving the joystick in what will soon become instinctive directions.

Press and hold the fire button to attempt to grasp your opponent's belt.

The computer maintains stamina and balance factors for each wrestler.

Release the fire button to let go of your opponent's belt. The first wrestler to leave the ring or touch the ground with any part of his body other than his feet loses the match.

SCORING

Awards Ceremony

After every event, the names, countries and scores are placed in order. The name of the gold medal winner appears at the top of the screen.

Champion Ceremony

If the players compete in all the events, a grand Champion of the games is selected based on the number of points awarded.

World Records

If a world record is achieved in any event, *World Games* remembers (and will allow you to save) the name of the record-breaking player. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears on the screen.

CONTINENTAL
WEIGHTLIFTING
The scene for this event is Russia, home of some of the world's best Olympic lifters. The Soviets have ruled the iron game since 1960, when 360-pound Leonid Zhabotinsky squashed his competition by hoisting 1262 pounds in three lifts.
Weightlifting is more than a test of strength -- it is also a sport of strategy and style. The "snatch" & "clean and jerk" require timing, skill, and determination.

COVETED COVER

Make your Reel Action tape feel snug 'n' warm with this wondersome wraparound.

COMMODORE FORCE

WORLD GAMES 1943

REEL ACTION #29

COMMODORE FORCE REEL ACTION #29

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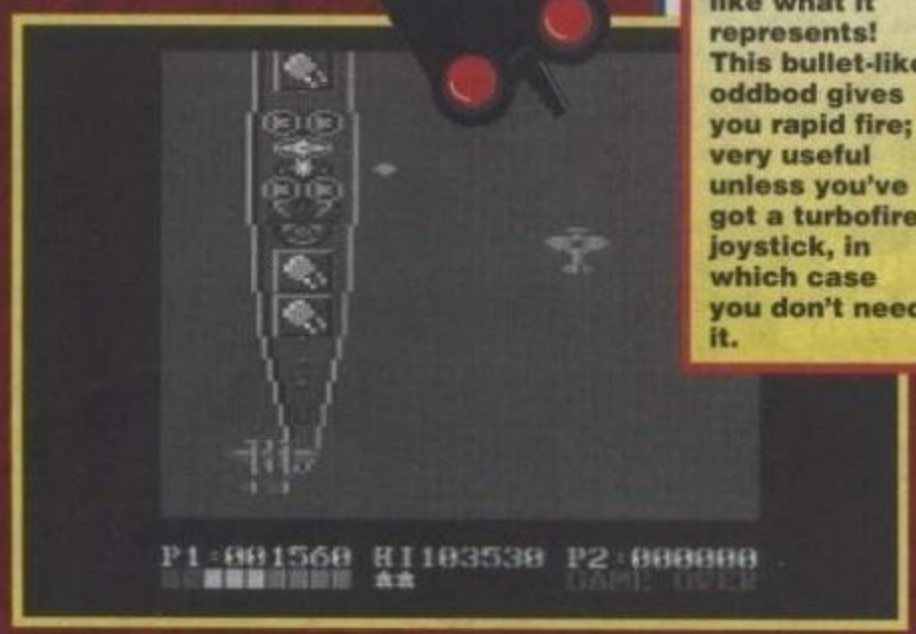
REEL ACTION!

1943

CONTROLS

■ Joysticks ahoy! Hit F1 for a one-player game, or F3 for two.



POUNDING POWER-UPS!

Collect blinding bonuses by blasting the icons until the item you're after is revealed. Grab away...

At last, an icon that actually looks like what it represents! This bullet-like oddbod gives you rapid fire; very useful unless you've got a turbofire joystick, in which case you don't need it.

This widget gives you grenade-like bullets to blast the enemy. Why it looks like a cricket bat and a yellow ball is anyone's guess...

Energy, pure and simple. Latch on to this for a quick mid-air repair, giving you back one block on your power bar.

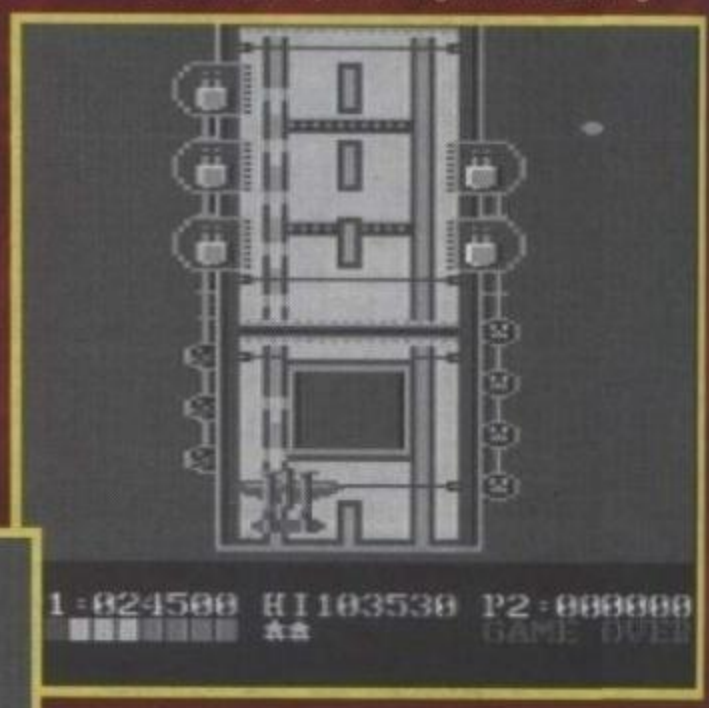
/This wotsit offers three-way fire, but blasting with heavyweight bullets. Ideal for afternoon tea with the vicar. Or something.

Snatch this snazzy oojit and you get two extra bullets, fired diagonally right and left. So why does it look like a grenade? Could the programmers have confused it with the above icon?

Anyone remember the cool coin-op? Flying high over the icy wastes of the pacific (not really, but 'warm water' doesn't sound as good — geographically-challenged writer), blasting seven shades of sardines out of the Japanese air force, scratching your head when you realise most of the later-level enemy aircraft weren't even invented in 1943 (and a few of them not at all)... Yessiree-Bob, 1943 sure was a neat coin-op (crappy Americanisms ©Bad War Movie, ninteenfiftysomething).

The Commodore conversion's equally terrific, boasting parallax scrolling (even if the islands do float among the clouds), colourful sprites and a whole host of power-ups. You have three lives to play with. Each aircraft has an energy bar so you won't be smashed to smithereens after one mistake, and if you're not up to the task on your own you can even take a buddy.

Well, what are you waiting for? Get blasting!



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COMMODORE FORCE

1943
WWII blasting extravaganza with lots of explosions, shooting, explosions, shooting...

WORLD GAMES
The highest-rated sports game ever, and it shows. Packed with detail, action and playability, this freebie's a 'reel' world-beater!

TAPE INFO

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LOADING INSTRUCTIONS

Gently remove the tape from the cover and slide it seductively into you eager datasette. Hold SHIFT and momentarily depress RUN/STOP then hit PLAY.

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BACK TO THE FEATURE

The lights fade, the curtains close and the final episode of our long-running 'blast from the past' feature sinks into the sunset (mixing metaphors is our forté). This month IAN OSBORNE takes a look at COMMODORE FORCE, from Issue One (January 1993) to the present day...

GAME OVER – 1993 AND BEYOND...

Way back in January, Issue One of COMMODORE FORCE hit the shelves, with a free tips book and an exclusive *Lemmings* demo thrown in. On the games front things were a little quiet, but at least *First Samurai* finally arrived. Originally to be published by Mirrorsoft, when the company sank with Robert Maxwell publishing rights were belatedly bought by UBI Soft. It's an excellent game, but for my money not quite worth the 97% it received.

The latest game in the Dizzy saga, *Crystal Kingdom Dizzy*, also appeared. It's certainly the best ovoid outing yet — for once it was programmed on the C64 and not ported over from the Spectrum. Trouble is, it cost £9.99! I can't agree with Phil King and the big JP himself that the game justifies the price hike.

On the budget front, the masterful *SWIV* re-emerged on Kixx and the disastrous platformer *Captain Dynamo* blotted CodeMasters' book. Best received, though, was Hit Squad's 94%-rated *Hudson Hawk*.

Issue Two's highest scorer was Beau Jolly's *Big Box 2*, a 30-game compilation featuring some genuine all-time classics — a steal at £16.99! It scored a remarkable 92%, which is more than you can say for *The Grandslam Collection*, a pile of useless offerings that barely scraped 29%.

Domark's *Rampart* scored 89%, proving there's still room for original, playable C64 full-pricers, though Titus' *Crazy Cars III* was neither playable nor original. A cut-down travesty of its 16-bit counterparts, with hindsight the 34% it scored seems a little on the generous side.

Mancunian giants Ocean finally got round to sending us *Hook* and *Cool World* too. Neither were anything to write home about, being fairly average and wholly unoriginal platformers (typical Ocean film licences, really). Both were cursed by horrendous multiloads, especially *Hook* which demanded the reloading of two blocks of code every time you lost a life.

DMI's *Locomotion* arrived with little pomp and circumstance, and (presumably) very sparse playtesting. It could've been a goody, but was felled by a triple whammy — it was too expensive, the backdrops obscured important information and a playability bug allowed a train to leave the station just as another was entering. Not a disaster, but should've been worth much more than the 62% it received.

No such cock-ups with *Nick Falo's Championship Golf* in Issue Three though. A 91% Hurricane Hit, this one rivals *MicroProse Soccer* as the best sports sim of all time. It isn't cheap (£14.99 on cassette), but its sheer depth and attention to detail win through.

Global Software's *Ugh!* could've been a latter-day classic too, but unlike *Nick Faldo's*, its attention to detail is appalling. A great deal of care has been lavished on cosmetic presentation — the water effect's great, but why does the game just flick to

FIRST SAMURAI	CRYSTAL KINGDOM DIZZY	SWIV	CAPTAIN DYNAMO	RAMPART	BIG BOX 2
PUBLISHER: UBI SOFT	PUBLISHER: CODEMASTERS	PUBLISHER: KIXX	PUBLISHER: CODEMASTERS	PUBLISHER: DOMARK	PUBLISHER: BEAU JOLLY
ORIGINAL MARK RECEIVED: 97%	ORIGINAL MARK RECEIVED: 89%	ORIGINAL MARK RECEIVED: 90%	ORIGINAL MARK RECEIVED: 27%	ORIGINAL MARK RECEIVED: 89%	ORIGINAL MARK RECEIVED: 92%
CF RATING: 92%	CF RATING: 80%	CF RATING: 93%	CF RATING: 25%	CF RATING: 90%	CF RATING: 92%
AVAILABILITY: 4/10	AVAILABILITY: 8/10	AVAILABILITY: 8/10	AVAILABILITY: 7/10	AVAILABILITY: 4/10	AVAILABILITY: 8/10

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the title screen when your time runs out? Why don't you fall to bits when you crash, instead of just bouncing off the screen? There are serious gameplay flaws too. A potential Hurricane Hit, but lack of playtesting reduced it to a mere 71%

On the budget front came a couple of arcade adventures, *Sceptre of Baghdad* and *Wild West Seymour*. Everyone knows what to expect from a *Seymour* game — it's *Dizzy* with a different sprite. The constant rehashing of such samey material wore very thin by March '93, so it scored a mere 56%. *Sceptre*, on the other hand, is a conversion of the ancient Speccy game, programmed by Jon '*Easy Lives*' Wells. Its illogical puzzles doomed it to the ranks of averagedom (59%), though the programming is everything you'd expect from Jon. In other words, it's rather fab! Original publishers Atlantis imitated the lost city itself and disappeared before it could be released,, but don't worry — it re-appears before the end of the feature!

It's not often a budget re-release reaches the coveted 'Rave Review' status, but this is exactly what happened in Issue Four. The 85% scored by Hit Squad's *Smash TV* seems woefully low — the C64 version piddles all over its Amiga counterpart. As wayward Hayward (former CF reviewer) pointed out, the two-player mode's bitterly missed but the control method works, which is more than you can say for its awkward 16-bit counterparts.

Issue Four also saw the release of the most hyped and eagerly awaited game in years — *Street Fighter 2*! Or should that read Street Farty-Poo? It's abysmally easy in one-player mode and nothing special when fighting a human opponent. It's a real travesty that this sold enough to reach Number One, despite a less-than-impressive 56% rating.

Alternative's new budget twin pack label Again Again was also launched this month, with two £4.99 releases — *Bangkok Knights/The Last Ninja* and *Spitfire 40/Strike Force Harrier*. The oriental offering scored 89%, with the flight sims notching up 68%. Nothing's been seen of Again Again since, but hopefully they'll release more quality games for under a fiver.

Zeppelin released two games with a distinctly American offering; ie both were showy, predictable and crap. *All-Star Basketball* was basically a rehash of *Five-A-Side Football*, and *American Tag-Team Wrestling*... its 28% mark says it all. Another budget release which failed to florish this ish was *Emlyn Hughes International Soccer*. Miles and Chris sparked a storm of controversy when they rated it at a mere 58%! I won't go into this now — it's been argued to death on the letters page, but if you missed the controversial comments that started it all contact our back issues department and ask for Issue Four.

Y'know, we actually printed a *Sceptre Of Baghdad* solution in Issue Five? The game was due for release just as we hit the shelves — how were we to know the software company were going bust? It wasn't released for many a month after the ish, but rest assured it's to make an appearance later in the feature — honest.

Trolled

No such problem with *Trolls*. Flair's hairy release clocked in at 92%, and was described (by Miles) as 'the best platformer ever on the Commodore'. There was also an exclusive demo on the covertape, a perfect way to sample some cave-dwelling capers.

Ocean were again busy this month, with two full-price licences and a couple of compilations. None impressed — *Lethal Weapon* scored a mere 69%, with *WWF2* three percent lower. *The Dream Team* compilation scored 54% mainly due to *Bart Vs. The Space Mutants*, but *Super Fighter* was a crappy collection with only one good game which was soon to be released on budget anyway, and they had the cheek to charge £15 for it! 28% and no mistake.

Ocean's budget arm Hit Squad fared better, clocking up 82% for *Super Space Invaders*. CodeMasters' *Gods* clone *Robin Hood — Legend Quest* and Zeppelin's *Supersprint*esque *Carnage* both scored a respectable 81%

Issue Six saw the release of *WWF Wrestlemania* on budget, making last month's *Super Fighters* redundant. Scoring 72%, this is the best wrestler on the C64, bar none (I wonder why no one's picked up the WCW licence? Just a thought...). Fellow former Ocean offering *Space Gun* also hit the shelves on budget — the best wrestler and the best *Op-Wolf*er in one month? We're honoured!

By far the best budget release, though, was Kixx's *Outrun Europa*, a 91% Hurricane Hit. Despite being a sequel, it's one of the most original into-the-screen drivers in ages — it actually has a plot! With silky-smooth scrolling, lightning-fast action and some of the best sound ever heard on the C64, this is one not to be missed, which is more than you can say for Virgin's *McDonaldland*. The playing area took up only half the screen, the scrolling couldn't keep up with the sprite and the gameplay was highly claustrophobic. Scoring 58%, my personal rating would be 20% lower.

The *Football Manager* saga continued with the release of the third game, titled... *Football Manager 3*! No surprises there, but at least it didn't have a picture of Kevin Thoms on the box. No shocks with Zeppelin's *International Truck Racing*, either. Another *Supersprinter*, it was nowhere near as good as *Carnage* and drew the comment 'the trucks look like bubble cars towing breeze blocks'. Not a spectacular release.

GRANDSLAM COLLECTION	HOOK	LOCOMOTION	COOL WORLD	CRAZY CARS 3	NICK FALDO'S
PUBLISHER: GRANDSLAM	PUBLISHER: OCEAN	PUBLISHER: DMI	PUBLISHER: OCEAN	PUBLISHER: TITUS	PUBLISHER: GRANSLAM
ORIGINAL MARK RECEIVED: 29%	ORIGINAL MARK RECEIVED: 74%	ORIGINAL MARK RECEIVED: 62%	ORIGINAL MARK RECEIVED: 79%	ORIGINAL MARK RECEIVED: 34%	ORIGINAL MARK RECEIVED: 91%
CF RATING: 30%	CF RATING: 70%	CF RATING: 60%	CF RATING: 70%	CF RATING: 34%	CF RATING: 94%
AVAILABILITY: 3/10	AVAILABILITY: 7/10	AVAILABILITY: 3/10	AVAILABILITY: 7/10	AVAILABILITY: 3/10	AVAILABILITY: 9/10

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The July issue (No 7) saw the Commodore market enter the bleak Summer months, with few releases of any note. *Sleepwalker* was an exception — a 92% rave, the graphics are some of the best ever seen on the C64, and gameplay wasn't neglected either. It's for charity too; for every copy sold a contribution is made to Comic Relief.

Less spectacular is *The Addams Family*, a Hit Squad re-release of the old Ocean film tie-in. The graphics are ace and it's a huge game, but the gameplay just doesn't cut it. There are too many pixel-perfect leaps involved, and frustration soon sets in. Even as a budget release it only scored 48%.

Technicolour yawn

A better budget bet was *Rodland*, Storm's fairycake platformer that was 'so cute, you'll puke'. Correct, but it was also really playable, unlike Kixx's other July release, *Pirates*. It's great to see the premium-priced XL range on the C64, but *Pirates* is a tedious trading affair that lacked focus and didn't need the extra box room anyway.

Issue Seven also saw the first part of Back To The Feature, taking a look at 1985 — just thought I'd tell you that.

Issue Eight saw US Gold's budget arm Kixx beavering away on three releases, the finest of which was *Rick Dangerous 2* (92%). Its arcade adventurey platform action was great, though 'sudden death syndrome' crept in a little. Also on the platform front was *James Pond 2 — Codename Robocod*, a superb little outing that oozes character and charm. Less well received was the former MicroProse game *Acrojet*. I liked it — it's a welcome change from all that combat blasting, but Miles' comment reduced the overall mark.

Kixx again dominated in Issue Nine, with only Alternative's average platformer *Suburban Commando* breaking their monopoly on reviews. Former LucasArts release *Night Shift* scored 83%, and old System 3 driver *Turbo Charge* one percent more, but by far the best game on offer was *Gunship*.

A former MicroProse outing, this is the sort of game Kixx's XL range were made for. The bigger box and higher price allows for better packaging — a complex game like this would suffer if the instructions were crammed inside an ordinary cassette box. On tape it's a hit and miss affair, with no means of saving pilots and a horrendous multiload, but on disk it's worth every ounce of the 92% it scored.

Remember the good old days when C64 software arrived BEFORE its 16-bit counterparts? Well Issue Ten sees the good old days revisited — Grandslam's *Liverpool* earned a 93% rave, and the Amiga version only arrived a couple of months ago. It scored 56% in our sister mag AMIGA FORCE too — ha ha ha!

Ocean's *Hook* was released on budget, and scored 73%, and (at long last) *Sceptre Of Baghdad* hit the shelves! Well actually, it didn't — the game is now sold through Binary Zone PD's commercial label Psytronik, and is mail order only. Oh well — at least it hit the jiffy bag! Following our earlier review, programmer Jon Wells did the decent thing and tweaked the game, improving the much-criticised main sprite and a more realistic difficulty level. Unfortunately the game appeared dated when first released on the Speccy, and that was six years earlier! Mr Wells' efforts were noted — he did a superb job of tweaking it, but it's a pity Atlantis hadn't given him a more viable game to convert.

Autumn is a poor time of year for software, and Issue Eleven suffered for it. The highest rated game was *Manchester United Europe*, and that only scored 65%! Zeppelin's re-released *Match Of The Day* scored 56% (Jimmy), but by far the most interesting event was CodeMasters' 8-bit swan song, *Bee 52*. It's not particularly brilliant — an overly-high difficulty level and the absence of level codes made sure of that, but at least it's original and well programmed.

The software scene took a spectacular upward turn in November, with three of the most eagerly-awaited games since *Street Fighter 2* being released at the same time and all earning Hurricane Hits — who says quality's dead on the 8-bits?

Complete Mayhem

Mayhem In Monsterland, the Rowland brothers' mail-order-only platformer scored a sizzling 97% — but what do you expect from the creators of *Creatures*? Equally well received was *Lemmings*. This one's so good it kicked its way into the readers' charts before it was even released! The Alter Developments guys have done a brilliant job. When Psygnosis first saw our covertape demo, they commented that they didn't realise the game could work so well on the C64. Hear hear — it's phenomenal.

Alien 3 scored an excellent 93%, and is the last COMMODORE FORCE Hurricane Hit NOT to get the Rave Review. The high-budget film action atmosphere is exceptional, with Geiger's extra-terrestrial creations looking really impressive. It's brilliant stuff through and through.

A couple of budget crackers hit the scene in Issue Thirteen, which was anything but unlucky for the C64 owner. *World Class Rugby* from Touchdown got both the rave and a hurricane, and former MicroProse outing *Project Stealth Fighter* earned its wings with scorching 87%.

Alas, after this it's all downhill. Issue Fourteen contained two reviews of note, both Hit Squad re-releases of former Ocean games, namely *Lethal Weapon* and *WWF2*. Neither scored spectacularly. *WWF2* retained its 54% scored earlier in the year, and *Lethal Weapon* actually fell to 43%. With the Commodore scene fading fast, companies are releasing former full pricers alarmingly quickly — in these cases less than a year after their initial showing.

There's no point taking the feature all the way up to Issue Sixteen — after all, you're holding it in your hands as we speak. Our jolly ride through the history of the C64 must therefore draw to a close with Issue Fifteen, last month's mag.

Continuing their policy of rapid re-releases, Ocean's *Cool World* graced their Hit Squad label, earning a mere 60%. Audiogenic's World Class Cricket wasn't too hot either; a shame, as its Amiga counterpart wasn't too bad.

Enough of the past — what about the future? We still intend to produce COMMODORE FORCE for as long as it's sensible (and profitable) to do so, and our amazing covertapes will, as ever, be amazing. Binary Zone PD will continue to publish amazing demos and glorious games; as proprietor Jason McKenzie now runs The Guild (adventure software house) the future is rosy for C64-owning PD freaks and adventurers alike. Private publishers will continue to release software, and the market for second hand C64 software has never been better. Watch out for surplus stocks hitting the discount stores, too.

The Commodore scene is fading, there's no point denying it. Soon there'll be no commercial software on the shelves. This doesn't mean the machine will die, it's just entering the 'user group' phase. Check out your local computer club, and track down a few quality C64 PD libraries. You know it makes sense!

UGH!	WILD WEST SEYMOUR	SCEPTRE OF BAGHDAD	STREET FIGHTER 2
PUBLISHER: GLOBAL	PUBLISHER: CODEMASTERS	PUBLISHER: ATLANTIS	PUBLISHER: US GOLD
ORIGINAL MARK RECEIVED: 71%	ORIGINAL MARK RECEIVED: 56%	ORIGINAL MARK RECEIVED: 59%	ORIGINAL MARK RECEIVED: 56%
CF RATING: 64%	CF RATING: 56%	CF RATING: 59%	CF RATING: 43%
AVAILABILITY: 4/10	AVAILABILITY: 7/10	AVAILABILITY: 0/10	AVAILABILITY: 8/10

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FORCES FOR ALL OCCASIONS...

This is it. After a year and a half of being the best C64 magazine around, we're STILL the best C64 magazine around! With fifteen issues under our belt, we thought it time to look back on what happened over the months — and also reveal a few secrets, of sorts...

JANUARY

After a month of hard work, brain-storming and all manner of busy beavering, the first ever issue of COMMODORE FORCE hit the shelves. The editorial team was the largest the magazine's ever known, comprising of Steve Shields, Phil King, James Price, Ian Osborne, Chris Hayward and Lloyd Mangram. Still, that didn't stop the management inviting the team out for a congratulatory expenses-paid lunch, although typically, James missed it — he was busy being sick on his ex-girlfriend's toilet seat, having 'called-in' earlier to say he'd not be in that day.

Issue One was also The Tipster's first appearance. After years of bland tips sections, the rabid witterings of Mr Hayward were a breath of fresh air — well, that's what he reckoned, anyway. Little did he know his one-day successor — a guy called Miles Guttery — had sent a combined CV/application form to our publisher, Eddie. Unusually, rather than using traditional writing utensils, Miles thought it sufficiently clever to paint the words on a 8 x 6 piece of polystyrene. This — combined with the fact he gift wrapped it — was enough to get him an interview. However, the hairy fella nearly blew his chances when he turned up in a moth-molested grey suit, an outfit that provoked responses such as 'heh heh heh' and 'HOOOOO, HA HA HAAAAAAA!'. If only we'd taken a photo...

Worst mistake of the issue was on the subscriptions page. 'Have you even wanted to walk around dodgy parts of town...' it began. Look at your old issues and see it for yourself.

FEBRUARY

'Yeti joins the COMMODORE FORCE crew' said an article in Issue Two's news section. The truth, not surprisingly, was far worse — Miles had got the job. Other staff changes included Phil King's leaving the scene after roughly four years of C64 gaming, and Ian Osborne's promotion to Deputy Editor. On the tapes were *First Strike* — a high-quality aerial blaster — *Relax*, *Monsters*, an interactive Christmas card and two demos. Miles did a round-up of the best C64 puzzlers, while a superb Oli Frey painting — in our opinion, the best we've had on COMMODORE FORCE — graced the cover.

Spelling mistake still on subscription pages.

● **All that Afterburner could have been, First Strike had it for free.**

● **Relax — fiendish puzzler**

● **Classic arcade, reader style.**

MARCH

Another packed issue, two more excellent covertapes. *Saboteur 2* proved popular with everyone, as did *Overlander*. *Arkanoid* fans were bowled over by the playability of *Batty*, while two adventures from The Guild kept texty fans happy. Chris Hayward's shoot-'em-up round-up — although brief in its coverage of individual titles — told what to look out for from the genre, while Ian led readers through Vangoria — the fictional land connected to the Steve Jackson Battlecards covermounted on the issue. Chris managed to write a half-sensible Tips intro and, yes, the mistake on the subs pages wasn't changed.

● **Mad Max meets Outrun in Overlander**

● **Batty gave Breakout new life.**

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APRIL

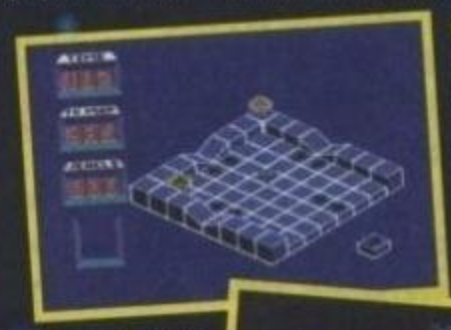
In a one-off surrender to hype and publicity *Street Fighter II* made the cover but what could we do? Tapes included a nifty little golf sim, *Golf Master*, as well as shoot-'em-up action with *H.A.T.E.*, not to mention the action-packed *Critical Mass*. *The Energem Enigma* also proved popular with adventure fans. Inside, Miles and Chris rounded up all C64 flight sims as well as 16 whole reviews — those were the days! Miles and Chris were also beginning to develop a 'hard men of publishing' image with Lloyd featuring a letter of complaint concerning myriad slatings in issue two. Unperturbed, the two reviewers continued with a heap of abuse toward more tacky offerings. Low point of the issue was without doubt the slogan on the Next Month page. Deeply poor!

JUNE

Reel Action was blasting all the way with *Dark Fusion*, *Bulldog* and *Blue Encounter*. 'Twas this month James returned from the wilderness to take up the deputy editorship and arcade adventures got the round-up treatment. That blimmin' subs page re-appeared, complete with spelling mistake. Of course, it had become an in joke by now, honest. Kixx gave us two Ferrari F40's (miniature remote control ones, cheapskates) for a compo which was, in terms of editorial content, the worst one ever to appear in *any* magazine (or so we reckon). A certain fellow by the name of Luke Croll appeared for the first time (in the snips). Luke's actually become a bit of a personality around the office — he wrote (and still writes) in every (and I mean EVERY) week for ages so, er — hi Luke!

understood the Paper Tiger competition. The Slogan was 'That's neat, That's neat, That's neat, I really love your tiger books'. This in fact came from a song by a band called Mud which went 'That's neat, That's neat, That's neat, That's neat, I really love your tiger feet'. So now you know.

CF7 also saw the start of one of our most popular series — Back To The Feature.



● At 98% what more needs saying about Spindizzy

● SEU Mayhem starring Terry Ball!?

● First was Breakout, then came Arkanoid. Here's Krackout.

MAY

We presented you with the classic *Football Manager* on the covertape and also a demo of *Trolls* which received the highest mark CF had given at that point — a whacking 95%. Features included a run-down of cutesy platformers and Ian's guide to those games which were written but never released. Why, for instance, did *Chuck Rock* never see the light of day? Well, he forgot that one actually but it was an interesting insight just the same.

We put ourselves in the firing line too with the first all action COMMODORE FORCE reader survey in which you, the punters, were able to build us up into the ego-maniacs we are. In the Tips section Chris had a near death experience but what happened to 'U' in the *Magic Rufus* cheat? The Special Reserve coupon took a turn for the worse but at least Next Month's headline was better (but not much).

JULY

Our summer prezzie to all our faithful readers was the first in a long line of truly awesome covermounted games. At 98%, *Spindizzy* ranks as one of the highest-rated games ever. Alongside was *Krackout* — a classy *Arkanoid* derivative as well as *I-Ball* and a couple little PD doobries. We also embarked on a feature of almost frightening size and weight. Despite filling eight pages our definitive guide to coin-op conversions spilled into Ish Eight as well.

With a groan rather than bang, Jamesy and Smiles' ill-fated reign as chart supremos began with a plethora of bad jokes and oh-so-sorry puns. How long would they last? Time and surveys would tell...

Now, hands up anyone who

AUGUST

Those cover games thrilled once more with *Rampage*, *Incredible Shrinking Sphere* and *Park Patrol* all past ravers and another seven pages of coin-op mayhem..

Brian Strain donned a Turban for the first Games Guru column in an attempt to single-handiedly resurrect the C64 by turning all CF readerrs into programmers. Jamesy and Smiles continued in their role as resident pillocks with more of the same and we had our first glimpse of *Batman Returns* in the making.

Back To The Feature 2 looked back on the heady days of 1986 — the year tthe C64 reallly began to tæke off as *the* thome enterrtainment macthine.

● Monster massh time.

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SEPTEMBER

Those funky dudes The Blues Brothers adorned ish nine's cover to promote the best cover game to date. Inside we went Kixx-crazy with a massive feature, competition and special offer. Miles' brother also showed up that month for work experience and wrote a review, leading to a barrage of 'Who the hell's Rod?' letters. Low point of the issue was Miles' captions to the *Suburban Commando review* (They were effing classics — Miles) but Jamesy and Smiles ran them close with an ever-increasing pile of hate-mail. Obscurity beyond the norm was provided by a completely irrelevant photo of Everton's Tony Cottee on the next month page. We would like to point out that this was Tony's one and only appearance in COMMODORE FORCE colours.

OCTOBER

CF's birthday! We commemorated 100 issues of ZZAP! 64/COMMODORE FORCE with a pull out feature on ZZAP!pers past and present plus a potted history of the magazine. An essential read for the historically minded.

More triffic free games action with the gory epic, *Barbarian 2* and puzzie adventuring courtesy of *Dan Dare*.

In a vain attempt to get rid of tthose infernal DJs the page for Chart Chatter was printed wrong in the contents but still Jamesy andl Smiles avoided the axe.

At this point a growing feud between Miles and Chris over possession of the tips section was leading to tension around the office. With all eyes on the tips however, a more sinister event went comparatively un-noticed. James took advantage of everyone's pre-occupation and moved into virtual control of COMMODORE FORCE as editor.

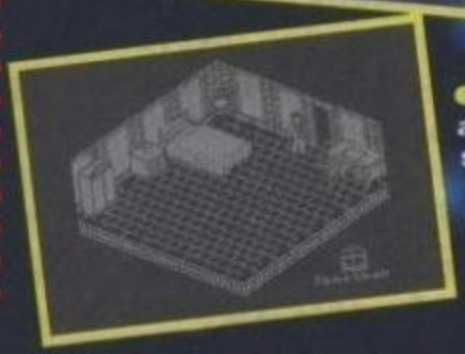
AUTUMN

Our autumnal outing featured *Mayhem* on the cover and the classic *Ghostbusters*, jolly *Star Paws* and eerie *Nosferatu* for free. CF's biggest all-in-one games feature ever ran down the team's all time top 100 Commodore 64 games with the controversial choice of *Frankie Goes To Hollywood* topping the bill. After a valiant struggle Chris stormed out of the tips section, his future suddenly in doubt as Miles began to show an interest in taking over the entire magazine.

This issue also saw the first appearance of the notorious 'nipple' T-shirt in Fantazia's ad on the back inside cover. Chart Chatter continued its aimless forays into inane humour but wasn't as sad as the Special Reserve coupon — the most boring ever. Snooker fans were well catered for with an unnecessarily large pic of Jimmy White on Lloyd's pages. Why? We ask ourselves the same question.

● The first movie tie-in?

● Speedy parallax and Roud-Runner action abound in Star Paws.



● Eerie adventure set in Dracula's castle.

NOVEMBER

Chart Chatter bites the dust! Unfortunately Jamesy and Smiles still infested the subs page however, with any luck they wouldn't have long left.

The most infuriating game ever, *E-Motion*, topped the tape billing with able support from *Aliens*, *Zoids* and a brilliant *Mayhem* demo.

The Tipstergate Scandal (as it had become known) reached its climax with Miles seizing total control of the section and poor Chris was banished to a seedy SNES magazine. This left CF with a team of just two. After two years in the making a review copy of *Lemmings* actually appeared and, with two 97% reviews and one 93%, this was one of the most stonking issues, gameswise, in history. To cap it CF went to the movies in a star interview with *Sigourney Weaver* while the Rowland brothers gave their retrospective thoughts on the magical *Mayhem In Monsterland*. Bummer of the month appeared on page 36 — the *Lemmings* competition. Take a look and try to decide for yourself what happened. Also, Miles managed to crash his car simply as an excuse to be late for two months. But it cost him 700 quid in repairs — ha!

Oh yeah — check out the Sigourney interview for some rather risque asterisks. Crikey, are we controversial or what?

● E-Motion rates as possibly the most infuriating game ever.

● Stormin' flick, brill game — Aliens.

● The toys may have been crap. Not so the game.

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DECEMBER

Wahey! COMMODORE FORCE became Jamesy and Smiles free. In a bid to make the team look a bit more impressive Lloyd appeared for the first time in Who's Doing What. You lot also had your come-back with the Readers' Top 100 — it bore hardly any resemblance to our own. Fickle lot! We also had our first Freescape game on the tape, *Driller*, and it went down very well indeed.

Shock value came with photos of our ugly-mugs on the Next Month page. Betcha you never imagined we really did look like our cartoons did ya?

Miles had a tough time after the Rowland Brothers came for a visit and broke our Action Replay cart. He had to play through the whole of the *Blues Brothers* to get tips shots without infy lives (an' I did it too! — Miles).

● Ever wanted to be coal-miner? Don't do it...

● ... Driller's cleaner and safer.

JANUARY

We all got festive for Christmas, appearing in our own nativity on the contents page, with snow 'n' decorations brightening the pages. Coverlines billed 'OVER 184% ACTION', referring of course to *Impossible Mission 2* and *Beach Head 2* (revenge of the sequels) adorning Reel Action.

Who's Doing What got back up to strength with Ian re-emerging and a Christmas pudding by the name of Rob Millicharnp joining the team. On the down side we dropped to 50 pages (boo, hiss) but at least we got to spend more time getting seasonal down at The Bull (CF's official public house). Lloyd did an A to Z of software houses to top up his letters salary but anyone who can explain the double appearance of Johnny Fartpants is urged to write and tell us — we can't figure why. A self-indulgent (though funny at the time) screenshot cartoon strip on the next month page was fun to do, and Miles' tips section was the best yet — is that okay Mr Guttery, sir? Thankyou very much...

FEBRUARY

Last month we gave you two corking Capcom coin-op conversions, *LED Storm* and *Bionic Commando* having earned 94% and 90% respectively. Lloyd's A to Z concentrated on games, and Miles' tips section took on a sombre post-Christmas mood. Speaking of Christmas, despite Yuletide slipping into the past, Millichamp the pudding remained. Bash got a packed four pages of adventuring but Brian Strain swept the board with six pages brimming with techie troubles and guru-goings on.Mangram was still a sourpuss, the Tipster continued his empire-building. Highlight of the month had to be the excuse for our cock-up with the previous issue's calendar — a work of art, we reckon. Shame about the Next Month page, though...

● LED Storm — futuristic race-'em-up.

MARCH

Hey, that's this issue, innit? Cool!

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THE TIPS Special Edition

Cock-a-doodle doooooo! This tips section is positively HUGE — fatter than a fat dog after breaking into a dog food factory with all his mates and havin' a right old scoff, beefier than a cow and more useful than mint sauce at a farmside 'let's go scare those lambs' convention. Many thanks must go out to the following for their sterling efforts in helping me compile this gargantuan instalment — in particular, Ian, without whom, I'd have probably died with exhaustion. On with the show, then...

STAR WARS

When the force isn't enough a few data lines will see you three. Here's looking at invincibility kid!

```
2    FOR X=336 TO 395
3    READ B : POKE X, B : C=C+B : NEXT
4    IF C=6289 THEN 6
5    PRINT "DATA ERROR" : END
6    PRINT "INSERT TAPE"
7    SYS 336
8    DATA 32, 44, 247, 32, 108, 245, 169, 99
9    DATA 141, 247, 2, 169, 1, 141, 248, 2
10   DATA 76, 167, 2, 32, 16, 16, 32, 44
11   DATA 247, 32, 108, 245, 169, 32, 41, 216
12   DATA 2, 169, 126, 141, 217, 2, 169, 1
13   DATA 141, 218, 2, 76, 167, 2, 141, 40
14   DATA 141, 140, 87, 96
15   DATA 141, 140, 87, 96
```

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POSTER!

SIDEWALK

TERRAMEX

This ancient (and arguably dodgy) Grandslam release recently got an airing on the Grandslam Collection, by far the worst compilation released last year. Still, if you made the mistake of buying the pack (or own the original) using this complete solution could be worth a laugh or two...

Get hoover and go up. Put the hoover in your inventory, go left, get medium-sized gunpowder barrel, go down and right and select the hoover. Go up, get the expanding bridge and go right. Collect political manifesto, go right and grab the silver lining. Now go right, collect the unicycle and continue right.

Get the umbrella and go left twice. Select the umbrella, go down, get the flute and select it. Go right, get the ball and jump down well. Go left twice and grab the flash gun. Now go right three times and select the expanding bridge. Go right and select the flute. Go right twice and jump on the spring. Select the flute again and jump to the object over the hole. Get the bellows and spurs, climb down the rope, go right twice and select the flute. Go left.

Select the expanding bridge and go left, up and right three times. Select the bellows, enter balloon and go up. Pull left and put bellows in inventory. Go right, get anti-radiation pills, select umbrella and float down twice. Go right and get the large gunpowder barrel, select medium gunpowder barrel, enter cannon, select umbrella, float down and go left.

Now see the note IN THE FORMULA ROOM at the end of this solution.

Go right twice and get the beer barrel. Continue right for another two screens and get the energy crystal. Turn and go left and then down on the lift. Continue left and keep jumping left on the bridge. Go left twice and get the battery. Go left and jump on the trampoline. Get switch and go left, select umbrella and go down and left. Get the coat hanger and go left, select the energy crystal and put it on the plate. Jump into the teleport, select the pills, go left and get pile. Select pills and go right twice. Now select switch, jump up at switch plate and go right.

Wait for the bucket to take you to the other side and go right three screens. Get button and go left twice. Jump at switch, go left, wait for bucket to take you to the other side, go left twice, select pills, jump into teleport and go left. Travel down on the lift for three screen and select silver line. Walk into anvil and go right (at the bottom of the screen) and continue right.

Get cup of tea, go left twice and right through the top exit. Go up and right and select the silver cross. Carry on right and select the formula. Continue right and give the professor these things in this order: formula, coat hanger, battery, atomic pile, button, cup of tea.

ARNIE

Here's a few helpful hints for Zeppelin's film star-inspired (but not licenced!) hit. Like most Hollywood movies, it also spawned a horrific sequel...

- Destroyed items reappear if you return to that screen.
- Don't run into soldiers as they'll kill you!
- Use extra weapon ammo sparingly, enabling you to upgrade.
- When you encounter traffic on the roads, dodge it.
- At the start build up your score, this'll give you an extra life.
- To kill the evil dictator shoot his blue bodyguards, then when he appears stand at the X (on the map) and shoot him while dodging his fire. When he's dead, congratulations you've saved the world.

ion!

Here's a few hints to get you going in this obscure oldie from Infogrames.

1. Ask the hippy where to get tickets.
2. Ask for three tickets in the record shop with two arches.
3. Ask Whacka about the fiver.
4. Find snake and say 'The man with the flail sent me'.
5. Go to the record shop and say 'You really haven't got any more tickets?'.
6. Ask the hippy 'What do you know about the stolen bike?'.
7. Go to Germaine's house and ask the same question.
8. Get the engine from from the dead-end street.
9. Beat up all the gang members to collect pieces of the bike.
10. Say to the punk girl 'What do you have for sale?'.
11. As you walk past the alleys collect more pieces.
12. When you've beaten up a gang member always go to the bar and have a drink.
13. When you have all pieces of the bike and two Band Aid tickets go to the phone box and tell your girly you'll be with her as soon as poss.
14. Erm... don't get outside when the plague's in town!

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DIZZY AND DIZZY TREASURE ISLAND

Here's where to get all those hidden coins in Dizzy's second eggsca... no, I won't say it.

1. At the start in the water beside the beach.
2. At the start under the left hand plant.
3. Beside the sign to the left of the start.
4. Under the plant beside the bridge.
5. On the bridge.
6. First window of hut at start of tree house.
7. In the clump of yellow mushrooms at bottom of the tree house.
8. Bottom of tree house below first trap.
9. Above the first trap in the second safety rail on the right.
10. Left of the lowest trap, last tree on screen, bottom platform, in the tree trunk.
11. By the small hut in the trees.
12. Under the second trap in the trees.
13. Beside the hut under the second trap, in the trees.
14. Where the platforms make a crossroads, last tree in the middle of the screen, on the left in the tree trunk.
15. First safety rail, on the right, near the hut at the top of the trees.
16. Small platform, in the trees.
17. Under the plant, above the entrance to the mine.
18. Down the hole in the bridge, near the cursed treasure.
19. Down hole in bridge and left.
20. On deck of the sunken ship.
21. Under the skull, beneath the still yellow jellyfish.
22. Go up in the air bubble then right.
23. Down grave and right.
24. Down grave and right twice.
25. Down grave and find hole in floor.
26. Beside the skull on a stake.
27. Under the large rock next to the totem pole.
28. By the shop.
29. Right at the shop and under the plant on the next screen.
30. At the harbour, use the boat to get there.

SAVAGE

A couple of tiny tippies for the savage amongst you...

Go right for a few screens then start jumping left (if the OTHER WAY message appears go right and try again) until you go through the wall. Now either go right (your energy drops to zero and you become an invincible bat), or waggle to go to level 2. Repeat to go onto the third stage and repeat again for the end sequence.

THE EMPIRE STRIKES BACK

The film's a classic, the arcade machine a laff for 10p, but Domark's conversion of *The Empire Strikes Back* lacks any real challenge. However, if you're an utterly hopeless case and can't complete it, try pressing B, N, M, J, K and L keys. The game will appear to be paused, but pressing RUN/STOP will restart the action. Oh, and you've got infinite energy, too. Have fun.

GRYZOR

nfy lives for this arcade oldie...

```
100 DATA 32, 86, 245, 169, 48, 141, 232, 3, 169, 2, 141
110 DATA 237, 3, 76, 167, 2, 169, 32, 141, 120, 3, 169
120 DATA 66, 141, 121, 3, 169, 2, 141, 122, 3, 76, 0, 8
130 DATA 173, 13, 220, 169, 80, 141, 116, 1, 169, 2, 141
140 DATA 117, 1, 96, 169, 173, 141, 164
150 DATA 52, 141, 3, 114, 76, 136, 15
160 FOR L=544 TO 602:READ A:POKE L,A:NEXT:SYS 544
```

ZYBEX

Here's a straightforward unlimited lives listing for this superb budget blaster.

```
100 DATA 32, 86, 245, 169, 78
110 DATA 141, 200, 2, 169, 1
120 DATA 141, 201, 2, 96, 169
130 DATA 91, 141, 121, 4, 169
140 DATA 1, 141, 122, 4, 76
150 DATA 0, 4, 169, 189, 141
160 DATA 106, 113, 76, 0, 96
170 FOR L+320 TO 354
180 READ A:POKE L,A:NEXT
190 POKE 157,128:SYS 320
```


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RENEGADE III

How about a cunning way for *R33* disk owners to grab infy timme and lives then? Read on...

```
2   FOR WA=679 TO 733 : READ Z : C=C+Z :
    POKE WA, Z : NEXT
3   IF C≤6690 THEN PRINT "DATA ERROR" :
    END
4   PRINT CHR$ (147); "INSERT RENEGADE III
    DISK AND PRESS ANY KEY"
5   POKE 198, 0 : WAIT 198, 1 : SYS 679
10  DATA 169, 001, 162, 008, 160, 255, 032, 186
11  DATA 255, 169, 001, 162, 220, 160, 002, 032
12  DATA 189, 255, 160, 004, 162, 000, 169, 000
13  DATA 032, 213, 255, 169, 207, 141, 203, 066
14  DATA 169, 002, 141, 204, 066, 076, 000, 064
15  DATA 169, 173, 141, 026, 198, 169, 189, 141
16  DATA 215, 198, 076, 000, 004, 070, 000
```

SHINOBI

Infy lives ahoy for the coin-op classic of yester-year!

```
0   PRINT CHR$ (147)
1   FOR I=304 TO 343 : READ A$
2   L=ASC (LEFT(A$, 1)) : L=L-55 : IF L≤5 THENL=L+7
3   R=ASC (RIGHT(A$, 1)) : R=R-55 : IF R≥5 THEN
    R=R+7
4   V=(L*16) + R
5   IF C3050 ≤ THEN PRINT "DATA ERROR" : END
6   PRINT "SAVE LISTING"
7   PRINT : PRINT "TYPE SYS 304 TO START GAME"
10  DATA 20, 56, F5, A9, 40, 8D, 29, 04, A9, 01
11  DATA 8D, 2A, 04, 4C, 40, 03, A9, AD, 8D, 75
12  DATA 08, A9, A0, 8D, 77, 08, A9, 1C, 8D, 78
13  DATA 08, 4C, 0D, 08, 00, 00, 00, 00, 00, 00
```

RICOCHET

Want to listen to the sample-ridden tune from this budget bag of *Breakout* bits and bobs? You'll need a reset cart to use this listing — load the game, twiddle the button and type in the following lines...

```
1 POKE 54296,15
2 SYS 13772
3 FOR L=1 TO 5:NEXT L
4 RUN 2
```

FORGOTTEN WORLDS

Voila! A listing cheat for good-looking but rather difficult shooter.

```
1   FOR X=53194 TO 52341 : C=C+Y : POKE X, Y :
    NEXT
2   IF C≤5900 THEN PRINT "DATA ERROR" : END
3   PRINT "PUT CASSETTE IN TO SAVE LISTING"
4   SYS 53227 : SAVE "FW LIST", 1, 1
5   PRINT "SWITCH THE C64 OFF AND ON AND
    LOAD" SYS 40960
10  DATA 32, 104, 225, 169, 247, 141, 142, 194, 8, 76,
    16, 8, 32
20  DATA 213, 255, 169, 227, 141, 142, 16, 169, 207,
    141, 143, 16
30  DATA 96, 169, 181, 141, 174, 12, 76, 0, 4, 169,
    207, 133
40  DATA 44, 133, 46, 169, 201, 133, 43, 169, 235,
    133, 45, 96
```

When the READY message pops up type in SYS 64738 followed by 1 SYS 53194 followed by RUN.

DEFLEKTOR

Whatever happened to Vortex? What happened to Costa Panyi? Who knows? Who cares? Still, if you're stuck on this little gem of theirs, this infy energy poke should help...

```
100 DATA 32, 86, 245,
    169, 78, 141, 204,
    2, 169, 1, 141,
    205, 2, 96
110 DATA 169, 165,
    141, 143, 54, 141,
    249, 54, 76, 5, 8,
    0, 0 ,0, 0
120 FOR L=320 TO
    344 : READ A :
    POKE L, A :
    C=C+A; NEXT
130 IF C=2776 THEN
    POKE 157, 128 :
    SYS 320
```

NOVALOAD EXPLODED!

Remember Paul Woakes, programmer of the *Mercenary* games? Another gem from him is the Novaload Mk2, which was used by loads of companies on their games. Wouldn't it be great, however, if we had a special hack listing that allowed us to cheat on a select crew of Novaload-clad games? Ah, we love rhetorical questions, us...

```
1 X=517
2 READ A:IF A=-1 THEN POKE 157, 128:
SYS 517
3POKE X,A:X=X+1:GOTO 2
4 DATA 169, 18, 141, 40, 3, 169, 2, 141, 41,
3, 32, 86, 245
5 DATA 169, 32, 141, 178, 2, 169, 2, 141,
179, 2, 96, 72, 77
6 DATA 80, 169, 32, 141, 222, 3, 169, 51,
141, 223, 3, 169, 2
7 DATA 141, 224, 3, 32, 69, 3, 96, 238, 32,
208
```

Got that? Save this master program to tape for future use, then add the required line from the following to utilise the appropriate cheat.

8 DATA 169, 173, 141, 249, 67, 141, 22, 82, 141, 151, 104, 141, 102, 109, 96, -1
***Sigma 7*: Infinite Lives**

8 DATA 169, 173, 141, 124, 29, 141, 210, 29, 141, 0, 30, 96, -1
***Deep Strike*: Infinite ammunition, bombers and you can't be shot down**

8 DATA 169,0, 141, 18, 118, 96, -1
***Saboteur*: Infinite time**

8 DATA 169, 173, 141, 129, 229, 141, 229, 96, -1
***Turbo Esprit* (*Big Four* incarnation): Infinite cars**

8 DATA 169, 240 141, 105, 31, 141, 19, 110, 96, -1
***Last Mission*: Infinite lives and smart bombs**

8 DATA 169, 0, 141, 211, 61, 141, 233, 61, 96, -1
***Polar Pierre*: Infinite lives for both players**

8 DATA 169, 0, 141, 85, 42, 96, -1
***Centurions*: Infinite energy**

8 DATA 169, 173, 141, 200, 86, 96, -1
***Blackwyche*: Infinite energy**

8 DATA 169, 0, 141, 132, 59, 96, -1

***Death Star Interceptor*: (*Off The Hook* version): Infinite lives**

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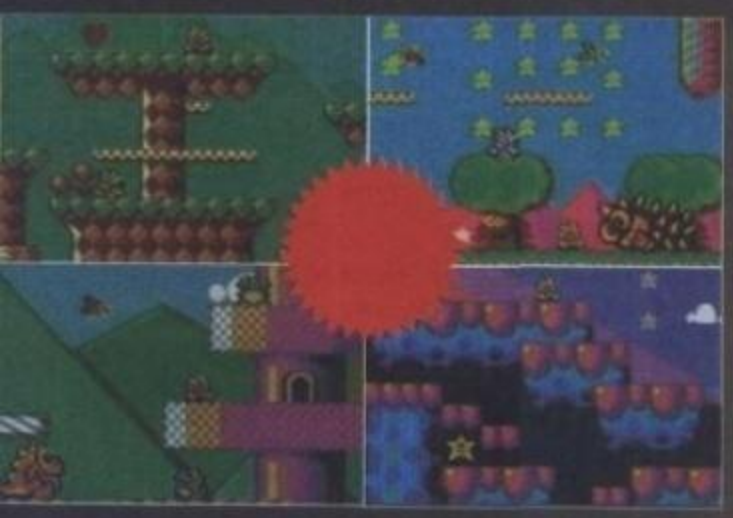

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PAC-LAND

```
100 DATA 169, 207, 141, 41, 3, 32, 86,
245, 169, 32, 141, 187, 3, 169, 240
110 DATA 141, 188, 3, 169, 2, 141, 189,
3, 160, 15, 185, 222, 207, 153
120 DATA 240, 2, 136, 16, 247, 96, 238,
32, 208, 238, 33, 208, 169, 189
130 DATA 141, 162, 9, 252, 0, 0, 96,
169, 49, 141, 159, 2, 169, 234, 141
140 DATA 160, 2, 76, 237, 246
150 FOR L=53179 TO 53241:READ A:
POKE L,A:NEXT:SYS 53179
```

REPLAY POKES!

Anyone owning one of Datel's wondrous Action Replay carts will surely lap up these pokes...

Blues Brothers	POKE 11350,189 Infinite Lives
The Simpsons	POKE 3270,173 Infinite Lives
	POKE 12712, 173 Infinite paint
Space Gun	POKE 2934,181 Infinite Credits
Addams Family	POKE 7265, 173
PP Hammer	POKE 8818, 173 Infinite Lives
	POKE 8717, 173 Infinite Time
DJ Puff	POKE 41647, 173
	POKE 41666, 173 Gets rid of nasties.

THE POWER

Some passwords...

4 COWBOY	2 LEVEL 2
8 O140H7	6 OOPSUP
12 RACKET	10 SOLONG
16 UNLINK	14 GRAZZY
20 FREEZE	18 EUROPE
23 GALVAN	22 M7MS49
25 INDIGO	24 KLOWWN
27 JOGGER	26 JINGLE
29 SPLSPS	28 INSIDE
31 HINBON	30 KNIGHT
33 GOODIE	32 NOBODY
35 ELTRIC	34 OQZAYB
37 QROVUY	36 187293
39 ROLLER	38 DOUBLE
41 SLOWLY	40 CLOSET
43 124816	42 BIZNEZ
45 AMZING	44 TARGET
47 Z97531	46 VODOOH
49 YZX3WS	48 WOODYS

DOUBLE DRAGON 2

Why is it that the hero of the *Double Dragon* games keeps losing his girlfriend? Surely she would have cottoned on to things by now — the guy's bad news and no mistake. Still, here's an infinite lives poke to ensure a happy reunion's possible... or was it in *Double Dragon 2* that the bad guys shot her?

```
2 FOR WA=400 TO 431:READZ:C=C+Z:POKE
WA,Z:NEXT
3 IF C≤3439 THEN PRINT "ERROR":END
4 POKE 157,128:SYS 400
5 DATA 032, 088, 245, 169, 076, 141, 096, 003
6 DATA 169, 165, 141, 097, 003, 169, 001, 141
7 DATA 098, 003, 076, 081, 003, 169, 173, 141
8 DATA 202, 181, 141, 108, 185, 076, 000, 068
```

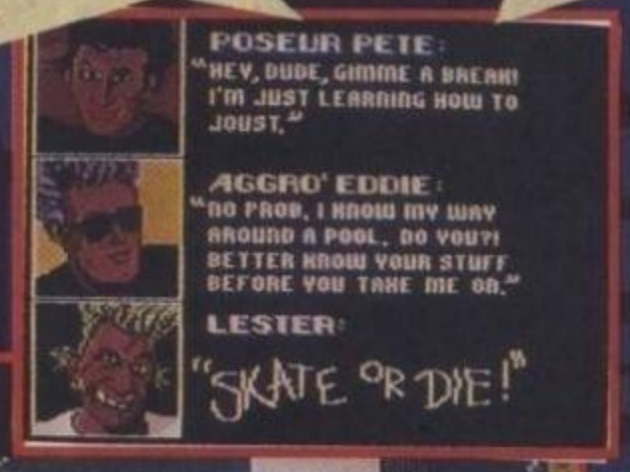
STORM

Fancy scoring zillions of points on this tepid *Gauntlet* clone? Let this listing be your friend...

```
0 IF C=1 THEN POKE 689,76:POKE
690,63:POKE 691,1:END
1 DATA 160, 2, 185, 177, 1, 153, 86, 140,
136, 16, 247, 76, 0, 140
2 DATA 76, 80, 1, 169, 55, 133, 1, 32, 138,
255, 32, 91, 255, 76, 148, 227, -1
3 DATA A=319:C=1:POKE 157,128
4 READ B:IF B≥=0THEN POKE
A,B:A=A+1:GOTO4
5 LOAD "",1,1
```

Type in and RUN the listing before pressing play on tape. The program loads, and the computer resets, allowing you to type POKE 32846,96 (RETURN) and SYS 30124 (RETURN) to restart the game with infinite energy for both players.

SKATE OR DIE


POSEUR PETE:
"HEY, DUDE, GIMME A BREAK! I'M JUST LEARNING HOW TO JOUST."
AGGRO' EDDIE:
"NO PROB, I KNOW MY WAY AROUND A POOL, DO YOU?! BETTER KNOW YOUR STUFF BEFORE YOU TAKE ME ON."
LESTER:
"SKATE OR DIE!"

Did you know there's a second secret passage on the downhill jam? After the first wire fence there's a large white building on the left that most players would try and avoid. Instead, go as far left as possible while staying on the path, and instead of crashing into it, you go under it and come out the other end.

RESET POKES

Got a reset cart? If so, the following pokes are for you...

BRAVESTARR	POKE 14500,173	SYS 7236
SCUMBALL	POKE 13081,173	SYS 2064
TANIUM	POKE 52255,174	SYS 16384
ROLLING THUNDER	POKE 33570,173	SYS 32768
HEROBOTIX	POKE 33342,169	SYS 29969
SCOUT	POKE 2486,1	SYS 33216
BRAIN STORM	POKE 18281,173	SYS 16384
NINJA HAMSTER	POKE 18480,173	SYS 16435
TRANTOR	POKE 6571,234	
	POKE 6572,234	
	POKE 6573,234	SYS 6454

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driller

Issue 13's revolutionary covertape adventure has kept a fair few of you playing away into the early hours. This playing guide and map should help those among you — judging by the mailbag, we'd say that's lots — in need of assistance...

Amethyst

Access to: Lapis Lazuli, Niccolite, Topaz, Obsidian, S1 stores.

Notes: Stores S1 is shootable from the outside. The well which bisects this platform is also shootable. The drill point is marked with an X. The cube switch will allow the section in the north wall to disappear when shot allowing access to Obsidian. The teleport (to Ruby) is activated in complex K1. To teleport run into the T.

Topaz

Access to: Amethyst, Beryl, K2 complex.

Notes: When entering from Amethyst you will come across a laser. This cannot be destroyed but shooting it rotates it through 90°. To enter K2 complex with the probe move directly onto the slab under the door then turn so you can see the switches. Shoot the left one to go up. DON'T shoot the right one

Beryl

Access to: Topaz, Quartz, Aquamarine, Basalt, K3 complex.

Notes: The massive laser which guards the K3 entrance can be disabled by shooting the three power lines which can be seen on the map. The teleport (to Emerald) is activated in the K1 complex.To open up exits in the walls leading to Baslat and Aquamarine, enter K3 complex and shoot the signs on the wall. Shooting to three squares will open Aquamarine, shooting to three triangles will open Basalt. Only one can be opened at a time.

Aquamarine

Access to: Beryl, Ruby, Ketar, Hangar H1.

Notes: The Ketar recon' aircraft can be found in the hanger on the right (the only accessible one), which is opened by shooting the door. If you're not in the aircraft you must follow the arrows precisely when entering Ruby or you will plummet to Mitral's surface.

Ruby

Access to: Aquamarine, Opal, Malachite, Ochre.

Notes: The diamond shaped block floating in the middle is a laser which will fire at you if you shoot it. To drill you must be exactly in the middle of the pathway. The teleport (to Amethyst) is activated in K1 complex.

Malachite

Access to: Ruby, Emerald, K4 complex.

Notes: You need the aircraft to enter K4 through the hole at the bottom. Shoot both the Gate Guard's eyes to turn him off but beware — if you shoot his nose he'll shoot at you once more. His fangs and all other blocks can be shot for points.

Emerald

Access to: Malachite, Alabaster, Lapis Lazuli, Graphite.

Notes: To reveal the drilling point, shoot the top crystal and run over the block underneath (which then disappears). The lasers to the east and west have blind spots, but all are indestructible. Shooting the crystal in the middle of the room will raise your energy and shields five times before disappearing. The teleport (to Beryl) is activated in K1 complex.

Lapis Lazuli

Access to: Emerald, Amethyst.

Notes: Shooting the switch will remove both the obstructive barrier and the door to Emerald. Shoot the switch again after passing the barrier. You can see over the barrier but you can't climb over it. The pyramids do not contain energy — shooting them simply boosts your score.

Niccolite

Access to: Amethyst.

Notes: Running into a mine will terminate you. Shooting the switch is vital.

Quartz

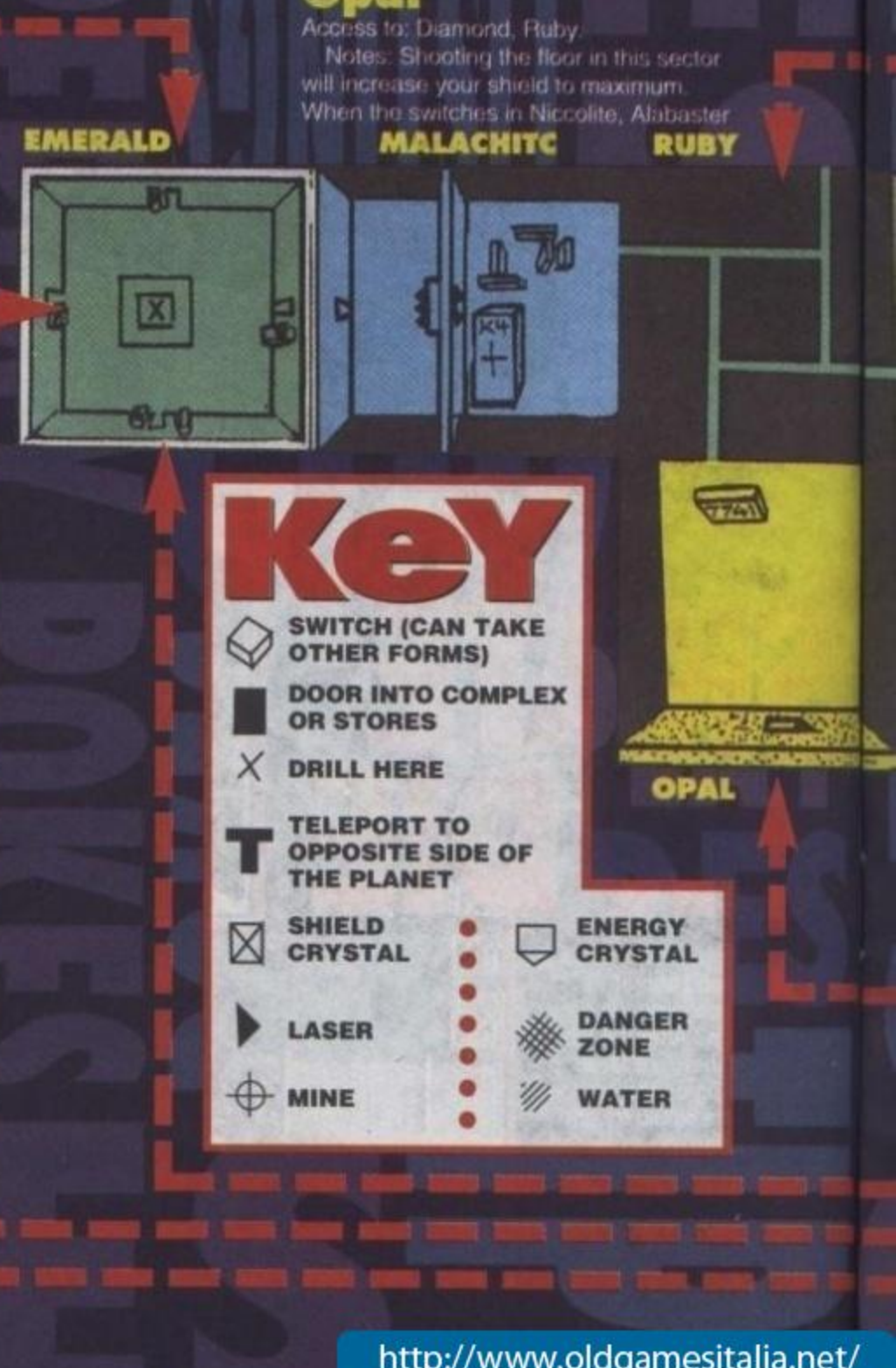
Access to: Beryl.

Notes: The laser is indestructible. To stop it firing at you you must shoot the cord suspending it from the block above. The drill point is marked X. Shoot the switch on the wall for access to diamond.

Opal

Access to: Diamond, Ruby.

Notes: Shooting the floor in this sector will increase your shield to maximum. When the switches in Niccolite, Alabaster



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and Quartz have been shot, the one here and the wall will fall down giving you access to diamond.

Alabaster

Access to: Emerald

Notes: Shoot the water five times and it will drain away. When entering the pit make sure you go down the stairs as it's too far to fall. Shoot the switch on the wall for access to diamond.

Diamond

Access to: Opal

Notes: To get rid of the building so you can drill, go down the tunnel and keep shooting the diamond. After 20 shots or so, run into the building. It will disappear. The two crystals supply an almost infinite supply of shields and energy which can be tapped by running into them (not by shooting). The two lasers can be shot.

Obsidian

Access to: Amethyst, S2 stores.

Notes: The two lasers can be shot off their turrets. There are are no other lasers outside the stores in this sector. To bridge the trench shoot the slab which stands next to it. The pyramids in the trench contain bonus points. There are two ways to enter S2. One is very nearly invisible and very near the edge of the sector. If you have a choice use the hidden one. You can shoot the extremely powerful laser from inside the back.

Basalt

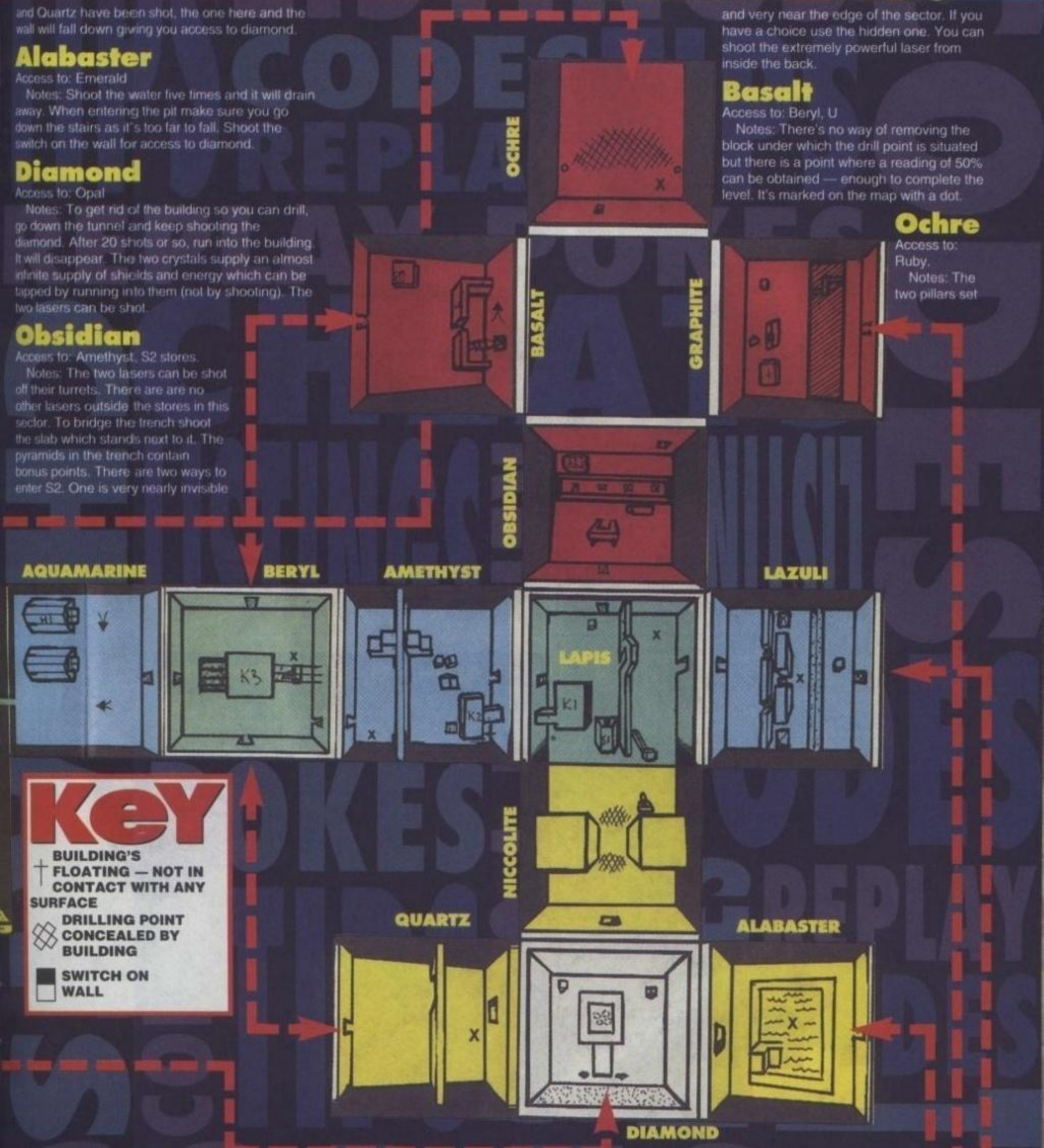
Access to: Beryl, U

Notes: There's no way of removing the block under which the drill point is situated but there is a point where a reading of 50% can be obtained — enough to complete the level. It's marked on the map with a dot.

Ochre

Access to: Ruby.

Notes: The two pillars set



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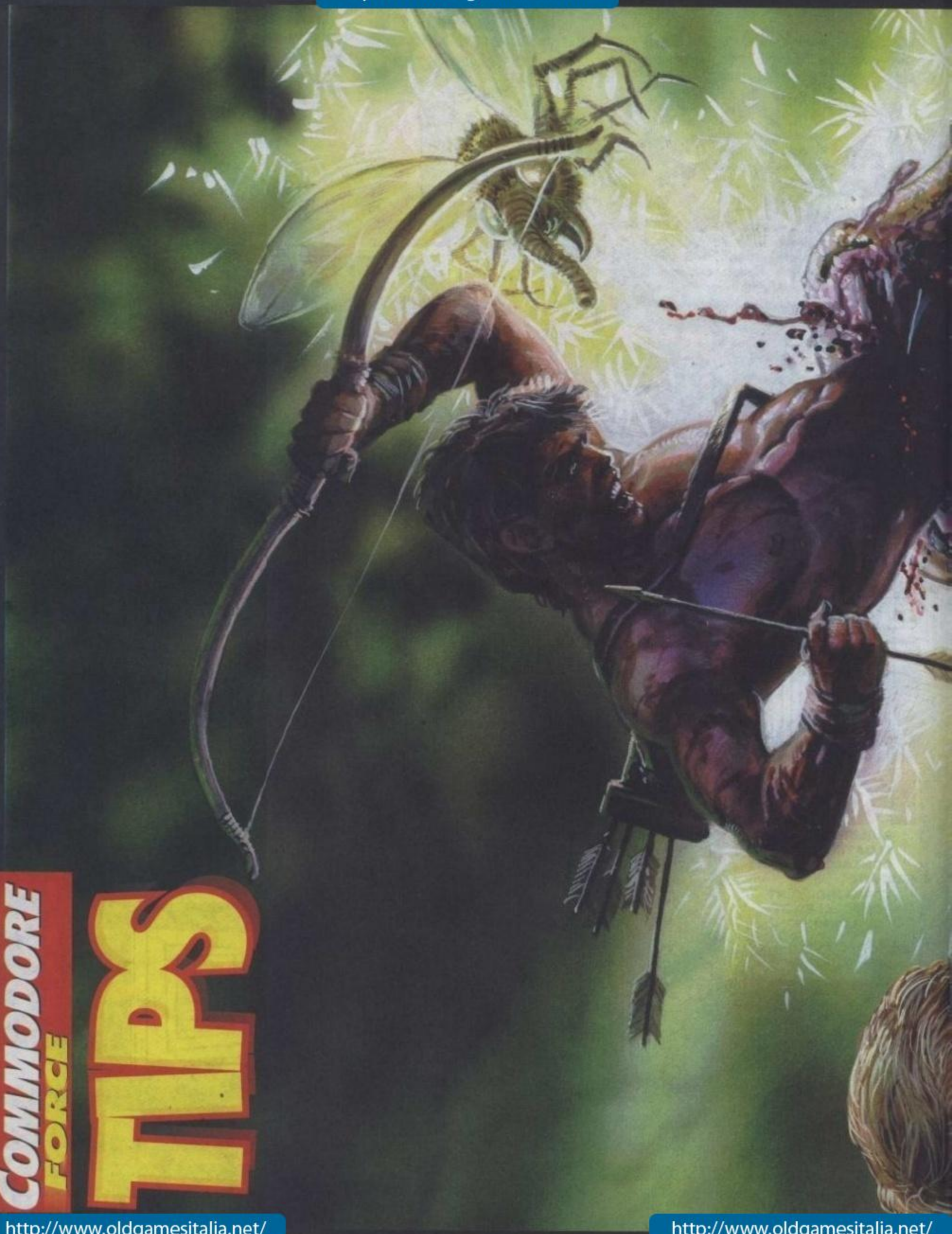

COMMODORE FORCE TIPS

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up a forcefield which must be negotiated (it has a blind spot) or flown over.

Graphite

Access to: Emerald.

Notes: Land on the recon' craft on the floating block — it will disappear. The acid river drains your energy with every move. You must use the path to have any hope of drilling.

K1 Complex

Access to: K2 complex.

Notes: To make the teleports appear shoot the blocks in order from right to left.

K2 Complex

Access to: K1 complex, Topaz.

Notes: To enter K2 go behind the computer bank opposite the entrance. This bank also disposes energy crystals. Keep shooting the top of the bank till an energy crystal permanently materialises then shoot it for energy.

K3 Complex

Access to: Beryl.

Notes: Look out — scanners can enter here. Shooting anywhere in this room triggers the door.

K4 Complex

Access to: Malachite.

Notes: Shoot the four lasers on the wall then shoot the block.

S1 Stores

Access to: Amethyst.

Notes: Rich in both types of Rubicon Crystal.

S2 Stores

Access to: Obsidian.

Notes: Enter by the second exit to avoid laser fire.

H1 Ketar Hanger

Access to: Aquamarine.

Notes: To dock with the ship go under it and rise. To dock with the probe go over it and fall.

Mitral

Access to: Nowhere.

End up here and you're trapped. You'll have to quit and start again.

BIONIC COMMANDO

Issue 15's classy covertape epic is a tough cookie to crumble. Well no more, thanks to this handy mallet... or was that a listing poke?

```
1 FOR X=525 TO 580:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C=5093 THEN POKE 157,128:SYS 525
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 24, 141, 208, 8,
169, 58, 141, 209, 8, 76, 16, 8
5 DATA 72, 77, 80, 169, 45, 141, 40, 16,
169, 2, 141, 41, 16, 76, 0, 16
6 DATA 169, 58, 141, 183, 3, 169, 2, 141,
184,1 3, 76, 168, 3, 169, 165, 141
7 DATA 94, 29, 141, 188, 86, 76, 0, 4
```

PREDATOR

The film's okay, as pulp action movies go, but this C64 licence is, put plainly, dire. Still, if you *do* play the game, here's a classy listing that'll beef up Arnie's performance considerably...

```
3 FOR WA=528 TO 581:READ Z: C=C=Z:POKE
WA,Z:NEXT
4 IF C<>4942 THEN PRINT"ERROR":END
5 POKE 157,128:SYS 528
6 DATA 169, 29, 141, 40, 3, 169, 2, 141
7 DATA 41, 3, 32, 86, 245, 169, 11, 141
8 DATA 206, 1, 169, 34, 141, 207, 1, 96
9 DATA 23, 1, 26, 169, 56, 141, 115, 192
10 DATA 169, 2, 141, 116, 192, 76, 0, 192
11 DATA 169, 165, 141, 93, 16, 141, 16, 28
12 DATA 141, 40, 22, 76, 0, 6
```

SPY HUNTER

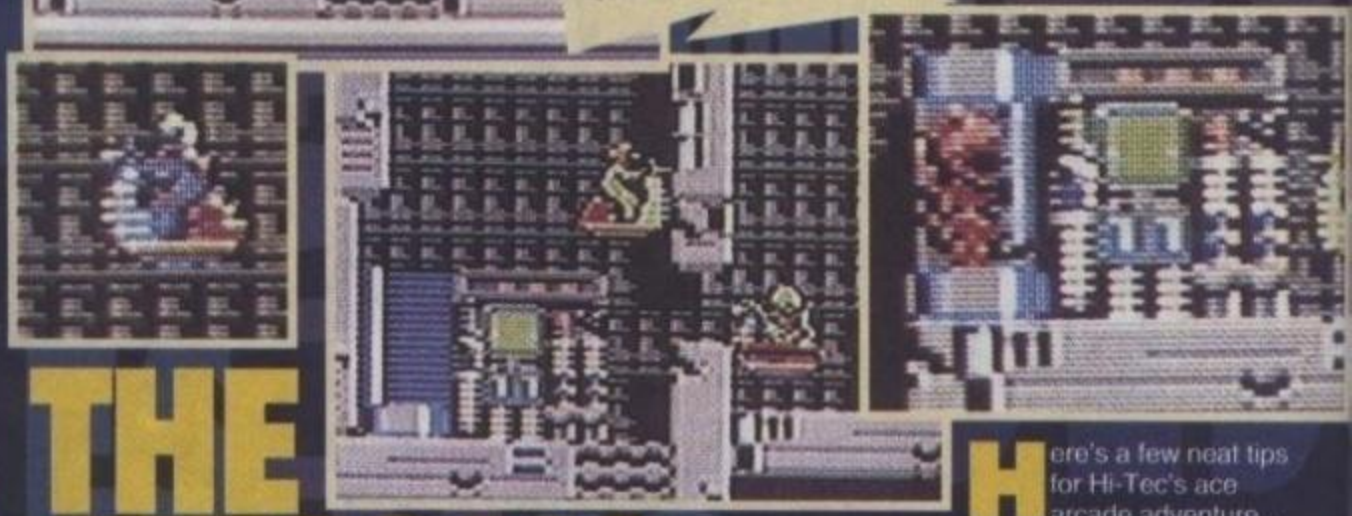
We remember playing *Spy Hunter* years ago and believe us, it's a top game. Those who still own a copy will be glad of this wondrous collection of numbers.

```
1 FOR X=320 TO 347:READ
Y:POKE X,Y:C=C+Y:NEXT
2 IF C=3099 THEN POKE
157,128:SYS 320
3 PRINT "DATA ERROR"
4 DATA 32, 104, 225, 169, 83,
141, 243, 3, 169, 1, 141, 244, 3,
76
5 DATA 13, 8, 72, 77, 80, 169,
173, 141, 63, 154, 32, 132, 255,
96
```

DAN DARE 2

Prod this delightful little listing in, and infinite lives as Dan or the Mekon are yours, while tapping RESTORE will stop the timer.

```
100 DATA 32, 86, 245, 169, 76, 141, 96, 3, 169, 69, 141
110 DATA 97, 3, 169, 1, 141, 98, 3, 76, 81, 3, 169, 165
120 DATA 141, 179, 47, 141, 150, 37, 141, 176, 37, 169
130 DATA 93, 141, 55, 24, 169, 1, 141, 57, 24, 76, 0, 10
140 DATA 72, 206, 114, 1, 208, 13, 173, 196, 22, 73, 99
150 DATA 141, 196, 22, 169, 2, 141, 114, 1, 104, 64, 2
160 DATA 1, 234, 234, 238, 32, 208
170 FOR L=304 TO 372:READ A:POKE L,A:NEXT:SYS 304
```



THE JETSONS

Here's a few neat tips for Hi-Tec's ace arcade adventure...

- If you manage to fall down any of the annoying holes dotted around Level One, don't panic. You always fall into the same room at the bottom of the level. Just make your way back to where you were — carefully
- Collecting the money you see dotted about is a good idea. You need it to pay speeding fines on the next level.
- When tackling the conveyor belts, remember that by pressing the opposite direction you can make George stay in one place.
- Stay well away from the backgrounds to each screen. You may get a nasty surprise if you venture too close, like a spinning wheel taking you for a ride with it.

Level 1 Solution

Down, down, down, up, switch all four switches, get remote, down, in through door, up, right, in through door, in through door, switch middle switch, left, switch right switch, right, down, right, down, down, right, down, in through door, left, in through door, left, switch middle switch, swap remote for spanner, down, stand on conveyor belt, right, down, left, left, turn right-hand sprocket then second to left sprocket, in through door, in through door, mend lift, down, down, right, right, right, in through door, in through door, down, in through door, switch switch and collect case, up, down, down, left, left, left, turn right and second to left sprocket, in through door, in through door, down, down, down, right, right, right, now jump into the jet car and zoom off to Level Two.

MARAUDER

It's not one of Hewson's better games, but it's not totally without appeal — those of you willing to persevere (and in possession of the game!) may find this cheat worth using. Press the Commodore key, Q, X and the space bar to be greeted with the message 'CHEAT ON' and no collision detection.

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STRIKE FORCE HARRIER

More high-flying flight sim tips...

LANDIING SITES: To survive for any length of time, you must look after your landing sites. If a tank moves onto your landing base, it is destroyed. If a tank moves onto your home base, the game ends.

As soon as you're airborne, destroy the four tanks to the East of landing site Q. Move your landing sites every 15 minutes or so.

CALLING UP A LANDING SITE: If you call your ground forces to a new landing site and they don't arrive, it may be because they can't prepare the ground around you. If you don't get the message 'Over GS' when you call up a landing site, take off again vertically. Pinpoint the landing site again using the HOMER and land. Remember, you must take off vertically as the ground is unprepared.

HILLS: Don't perform steep dives or turns near mountains until you're sure of your abilities as a pilot.

AVOIDING MISSILES: Timing the release of chaff and flares is crucial. They Don't have the required effect if they're released too early. If your decoy is unsuccessful the missile alert continues, while a successful decoy is rewarded by silence and a report of your remaining decoys.

If an attacking missile is in front of you, evasive action is more effective than decoys. With a missile approaching from behind it's best not to release the decoy until it overprints the plane on the combat radar. When you see a missile approaching, keep changing direction until the missile alert stops and the missile is no longer on the combat radar screen. If all else fails, take cover in the clouds.

AIR COMBAT: Enemy planes often hunt in packs of three; a bit awkward since you only have two sidewinders. These missiles are deadly, so don't waste them on easy targets. Don't engage an enemy squadron unless you have your full compliment of sidewinders, and make your first kill using the cannon.

INSPECTOR HECTI IN THE INTERCHANGE

Some codes...

LEVEL 6:	MOON
LEVEL 11:	DISK
LEVEL 16:	DUCK
LEVEL 21:	GRIM
LEVEL 26:	TANK
LEVEL 31:	GOLD
LEVEL 36:	COLD
LEVEL 41:	BANG
LEVEL 46:	MUFC

DEFENDER OF THE CROWN

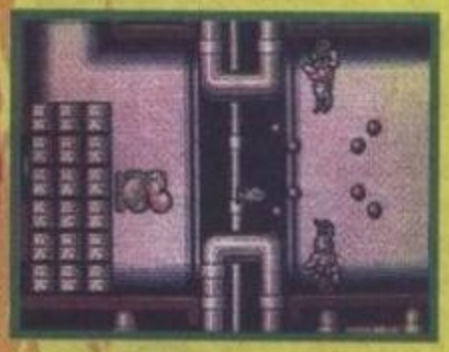
Remember this? We can't, but if you're a proud owner — or even not-so-proud owner — this listing should provide many... oh, it's something good, we promise

```
2 FOR WA=384 TO 419:READ Z:C=C+Z:POKE
WA,Z:NEXT
3 IF C<>5024 THEN PRINT "ERROR":END
4 POKE 157, 128: SYS 384
10 DATA 32, 86, 245, 169, 32, 141, 225, 3
11 DATA 169, 147, 141, 226, 3, 169, 1, 141
12 DATA 227, 3, 96, 169, 240, 141, 252, 109
13 DATA 141, 255, 109, 169, 80, 141, 253, 109
14 DATA 141, 254, 109, 96
```

SmaLL TiPs

SUMMER CAMP

Play *Summer Camp* as normal until you get a high score, then enter your name as CALAMITY. Infinite Maximus Mouses (or is that Maximus Mice?) are yours!



MONTY PYTHON'S FLYING CIRCUS

Get a high score and enter your name as ANNE CHARLESTON. on the high score table, complete with space and full stop — now have fun with those new-found infinite lives of yours, y'hear?

STRIDER

Start the game then press RUN-STOP, RESTORE, DELETE and RETURN together until the border goes grey. Then press F7, then move the joystick UP then RIGHT. You are now transported to the Third Level. Finish that and you find yourself on the last level.

HACKER 2

Load the game and, when you log on, enter your name as DEMO PAM and an infinite number of droids will be yours

GHOSTBUSTERS

Yes, we know we've had a couple of these before, but if you enter your name as ANDY with the account number 777 you'll find yourself with a lorra lorra dosh.

MONTY ON THE RUN

On the high score table, type (with spaces) 'I want to cheat [RETURN]'. The border goes grey. You can still die if a lift crushes you, but otherwise you should be okay.

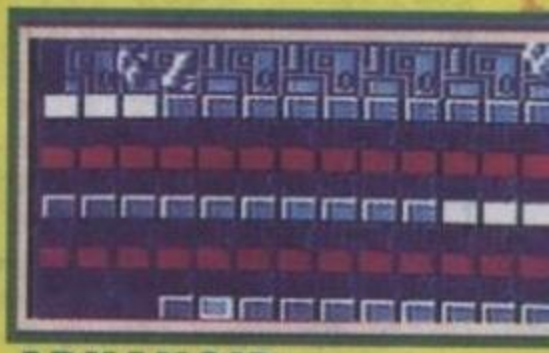
IO

You need a reset cart for this one...

POKE 25117,254 (RETURN) For infinite lives

POKE 24932,2 (RETURN)

POKE 24964,2 (RETURN) To start with all weapons



ARKANOID

Play the two player game and allow Player Two to reach 20,000 points first. Everything Player Two hits now gives an extra life, to a maximum of 87.

MASK 3

Some codes...

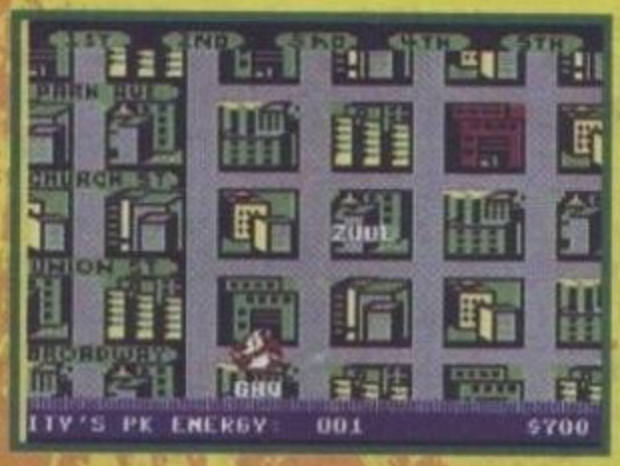
MAYHEM — Move into a teleport to be moved to another level.

TRANSMOGRIFY — Move into a teleport to be moved to the moon.

PETALS OF DOOM — Invincibility to aliens, but holes and water remain fatal.

EQUALIZER

Plug your autofire joystick into port one. When the game commences hit restore to go to the level of your choice.



TEST DRIVE 2

If you're having trouble with the cassette version of *Test Drive 2*, press G while driving. The level will automatically finish and you'll advance to the next load, plus you get an extra life. Don't press G if your car is stationary as the game will crash.

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THE GREAT ESCAPE

Here's a real blast from the past, rave from the grave and any other corny clichés you care to think of.

Get KEY ONE, open the door and get the GUARD'S UNIFORM. Wear the uniform, and leave the key where you found it. Get the RED CROSS PARCEL, open it and get the MONEY BAG. Put the money somewhere safe (usually the tunnel).

Get KEY TWO and use it to open its door. Put the key in a safe place, get the TOOL KIT and unlock the door to the room housing the SPADE. Take the tool kit back to the safe place, ditto the spade, then leave the uniform. Get the tool kit and the ID PAPERS.

Leave the tool kit and get the TORCH. Head back to the tunnel and remove the blockage using the spade. Put the spade down and go back to get the ID papers. Use the tunnel again, but this time leave the ID papers at the end of the tunnel near the exercise yard. Follow the normal route in Day Two but get the Red Cross parcel — it contains the WIRECUTTERS.

Follow the normal route on Day Three, but get the Red Cross parcel for the COMPASS. You're now ready to escape. Use the main tunnel and take the compass to the exercise yard. Get the wire cutters and cut through the wire. Drop the compass. Cut the wire and get the ID papers, then cut the wire again to get out. Drop the wire cutters, pick up the compass, and run off the screen to escape to safety.

THE SIMPSONS

Lee Robson from Northumberland sent some Simpsons tips way back in Zzap! 87. They're so good we're using them again...

- Buy the key from the Hardware Store, and take it to the house (near the purple toys in the garden). Now go to the front door and use said key, you'll be warped straight to the Retirement Home.
- Buy the whistle from Toys 'N' Stuff and take it to the last window of the retirement home. Blow the whistle and an old man should appear, he'll then sling loadsa cash around.
- To paint the canopy above Candy Most Dandy, touch the ball lying on the pavement. It should now roll forward, so jump on it when it rolls underneath the paint can. Otherwise just jump onto the window and knock the can over yourself.
- When the timer is around 400 go to the cinema, and from here a boy scout will appear. Just spray him before he wanders off.
- When you see the sign saying 'Keep Off', do the opposite and jump on the grass. The park keeper should appear from the side of the screen. Spray him before he wanders off.

WWF WRESTLEMANIA

Here are some general *WWF* tips for all you closet grapplers. You grunt, I'll groan...

Selecting your wrestler

Most people go for The Hulkster, but it doesn't really matter as all three wrestlers are equal in strength and moves.

General tips

The best strategy is to cheat and use an autofire stick, as it helps you to get up quicker when pinned.

When you get into a grapple, the best thing to do is lose it. If you get caught in endless grapples, wait until you're lying on the ground and waggle the joystick like a madman (don't hit the fire button). Your wrestler gets up automatically, and providing you waggle hard enough, your guy performs his special move.

If you feel particularly mean, try luring your opponent over to the corner post (but not too near), then knock him to the ground. To add insult to injury, climb the post and jump on him. Try this when he's low on energy — he's slower getting up and so there's less chance of you missing.

When your opponent starts running, get in front of him and hit the fire button as he gets near. Beware though, he may hit you with a flying knee. Alternatively just say 'screw it' and hit yer opponent with a flying knee for the hell of it.

When pinned down try to get up as soon as possible, if you can, throw your opponent off and then stamp on his head.

When you're outside the ring, keep your eye on the 20-second time limit. If you're caught outside the ring after 20 seconds you lose a credit.

If you're fast on the fire button (autofire is handy) you can rapidly punch your opponent into next week.

If your opponent's standing right in front of you, run at him and bowl him over.

If you're running and want to stop in a hurry, don't sweat, just hit the fire button.

Be careful when attempting to stamp your opponent's head into the canvas; he may leap up and decide to force a grappling match. But only attempt to pin the other guy to the deck if his energy meter is nearing zero.

If you attempt your special move but fail, press the fire button straight afterwards. You'll be able to stamp on the swine — well it's better than nothing.

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Midnigh

First printed in Issue 68, these *Midnight Resistance* tips were sent in by Tim Jelves of Leicester. Type in SIAMESE on the title screen for infy lives.

The three-way weapon's the best for most of thhe levels. If you lose it, just get another from the armoury.

Keep moving and jump the big bullets fired fronm the tanks at the last moment.

Use ammo sparingly as it's not very nice to havve your supergun run out of bullets on the end-of-lewel bad guy. Top up your ammo to 999 when it dropss below 500 or so.

The homing missiles are an essential purchasee for large end-of-level targets.

Level One

Jump onto the front of the jeep and collect the keys. Once the jeep stops, shoot the blue gunners starting with the bottom one (dodging down into the gaps to avoid any stray bullets from the top gunner) and move along until you reach the tank. Retreat to an inch or so away from the left edge of the screen when the tank draws near and keep pumping bullets into it. Jump the bullets using the tactics described above, and dodge the grenade it lobs out after its death. Climb halfway up the ladder and shoot the lone gunner on the right of the top of the ladder and enter the armoury.

Buy the following (in order of priority): Three-Way, Fire, Extra Ammo

Level Two

Get on the tank and deal with him as you did in Level One (watch out for the guards on the top platform). Continue until you come to a ledge with a ladder leading down and a gunner next to it. Jump onto the ledge and lie down to shoot the gunner without getting hit. Blast the hatch and go down. Be careful here as the vents are narrow, leaving no room to stand up.

There are gunners below, the guards that appear from the left and right are faster moving than you and very quick to come back if shot. If you die, try to pick up your superweapon again if it doesn't fall too far away. Once through, drop down onto the platforms and take out the top right gunner first, then the middle gunner one platform below, and then the other two.

Drop down onto the conveyor belt and blast it. Fire is the best weapon for this, and once the last belt is destroyed drop down and quickly move to the bottom left under the missile-firing tank. Aim up at the tank and fire away without danger, avoiding any grenades the tank might throw at you upon death. Then blast the hatch, climb down the ladder, killing the gunner below from the safety of the ladder, and then head right to the armoury.

Buy: Homing Missiles, Fire, Extra Ammunition

Level Three

Kill the first guard and quickly climb the slope and jump up near to the laser-firing machine using

GUNSHIP

Here's a few hints for this former MicroProse thigh-flier...

FLYING TIPS: On the simplified flying setting fly on one engine to get to your objective, then engage the other. This saves fuel. On realistic setting, take off on both engines then shut one down.

WEAPONS: Try to save cannon rounds by only firing when the enemy is in range. When a Hind attacks and you want to fire a sidewinder, keep the Hind in the centre of the screen. Sidewinders are useful because the Hind never seems to jam them. When firing a FFAR, keep the crosshairs in the TADS target.

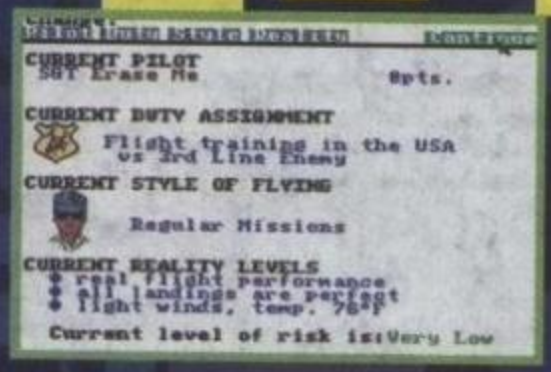
Hinds in Western Europe nearly always hide behind hills and use 'pop up' tactics. You have three choices:

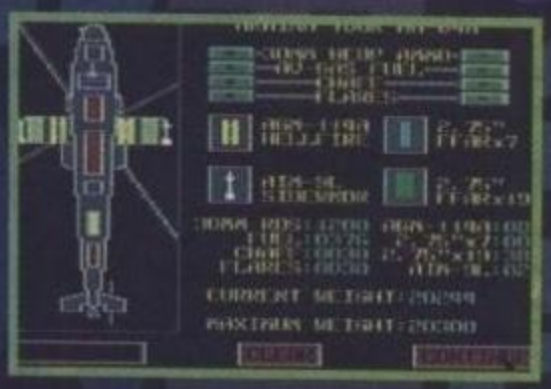
1) Make a dash for the hill, skirt around the base and take the Hind by surprise.

2) Stand your ground and wait for the Hind to pop up before firing.

3) If there is a hill handy, go around it and wait for the Hind to approach before making your attack.

GENERAL TIPS: Always stock up with a variety of weapons, but remember that FFARs are useful against air and land attacks. If you're flying 'extreme' for the first time, skirt around hills to reach your objectives.





RESET POKES PT 2

Just in case all you reset bods out there are feeling hard done by, here are a few more POKEs...

ARNIE

POKE 2048, 32:
POKE 2049, 153:
POKE 2050, 56:
POKE 13270, 44
SYS 2048 to restart the game with infinite lives

THE BOD SQUAD

Reset on the title screen (when 'Press Space to continue' appears)
POKE 28841,44 (Infinite Time)
POKE 20530,44 (Infinite Lives)
SYS 36864 to restart the game

TURBO TORTOISE

Reset on the title screen
POKE 44165,44 (Infinite Lives)
POKE 40872,44:
POKE 40910,44
(Infinite Energy)
POKE 39129,44
(Infinite Bullets)
SYS 35895
restarts game

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Resistance

three-way, or fire at close range to kill it. Don't bother with homing missiles. Try to keep some three-way bullets back for the circular saws at the end of the level. Crawl to the right to avoid the gunners and jump up onto the lifts. Once on the lifts, use the homing missiles to help blow away the jetpackers. Any that survive can be blasted with three-way or fire.

Try to avoid running onto platforms as they're rising, in case you mistime the jump and fall to your death far below. Use (in order of destructive power) the fire or three-way to destroy the circular saws as they come down from left to right. When they've gone, kill the massive saw that starts on the left and moves to the right. Then concentrate on the control-centre eye. To kill it just stay in the middle and fire up, dodging the tiny bullets at the last second. From here move right to complete the level.

Buy: Extra Life, Shower, Super Charge, Fire, Extra Ammunition

Level Four

Things are hard here with tanks moving up from behind and guards sneaking up from below your line of fire. Keep moving along the level, blasting guards that get too close and jumping over those you miss. Stop to kill the tanks using the usual 'tank busting' method.

Once you get to the planes, move over to the right-hand side and fire like mad towards the rightward moving jets and fire up to hit the leftward moving jets. Dodge missiles falling from on high and hope that you avoid the low ones. Walk right to complete the level.

Buy:, Extra Life, Super Charge, Extra Ammo

Level Five

Not too many problems, just watch out for the Blue Thunder lookalike helicopter. Fall down from the ledge and use the three-way to destroy the chopper. Destroy the top and bottom of the electricity sparks and run across and jump the large gap and go down the ladder. Destroy the top and bottom electricity generators and then kill the 'Electric-Man'. Go up the ladder, take out the gunner and compete the level.

Buy: Barrier, Extra Ammo

Level Six

Keep walking to the right until the floor drops away and the circular saws come on-screen again. Destroy the biggest first, crawling along the ground when the saws are overhead, and standing upright to fire at long range. Keep going down after destroying each saw. When you reach the bottom have a sob at the sad intermission, and following this, complete the level.

Buy: Three-Way, Super Charge, Extra Ammo

RENEGADE

Here's a blow-by-blow account of which asses to kick and how to kick 'em.

Level One

This level isn't very hard and can be completed by moving to the left of the tube station until you meet a wall. Stay there and let the baddies come to you; you smash them into the ground. The boss at the end of the level is easily beaten by using high kicks repeatedly, or just punching him (which takes longer).

Level Two

At the beginning of this level motorbikes come zooming out from both sides of the screen. The best way to take them out is by performing a well-timed high kick. Any other move results in a fall. Now move straight to the right of the seafront where you find another wall. Stand at the wall and let the baddies move in; this allows you to beat them up. The boss at the end of this level can't be punched, so use high kicks but beware of his roundhouse kicks.

Level Three

Move straight to the right of this grotty street scene until you find another wall. Again let the baddies move in, then belt 'em. Remember, time soon ticks down on this level so take the baddies out quickly, especially the coloured women. Now comes Big Bertha, one of the toughest bosses to beat. The way to do it is to run away from her, and as she legs towards you let rip with a well-timed high flying kick. Do this repeatedly until she dies.

Level Four

This is a very tricky level as there are plenty of skinheads armed with knives, and it only takes one stab to kill you. The best method of skinhead removal is keep on the move and high-kick whenever the opportunity arises. This decks them. Follow up by bending down and smashing them in the face. There are seven or eight skinheads on this level, but they only attack in groups of three. There's no boss at the end so you move straight into the final building.

Level Five

This level starts with the final boss shooting at you, and four skinhead bodyguards trying to bounce you around the room. The boss tries to blow you away when you're in his line of fire, so dodge around and take the skinheads out first with a high kick and face smash combination. When all the skins are dead, walk up to the boss at a diagonal slant and punch him. Stand directly over him so that when he rises you can hit him again and again until he expires.

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PLAYING TIPS!

SEYMOUR GOES

With our blob-like friend making an appearance on several compilations, perhaps it's time to slap in a complete solution.

Enter the car, collect glasses, exit car, go right, right, right, right, right, right, left, left, collect dictionary, right, up through gap, up through gap, left, left, left, give dictionary to secretary, right, right, right, right, right, talk to Tarzan, drop glasses, right, right, up, left, up, right, enter hut, collect spanner, exit hut, down, left, enter hut, collect key, down, enter hut, collect jacket, exit hut, left, left, up through gap, drop jacket and key, left, left, use spanner on lift, go up (press k on lift, m moves down), go up again to the high platform, right, follow passage to balloon, collect balloon, go back to lift, go up, right and follow passage to key, collect key, go back to lift, down, down to lower platform, left and top right and collect pom-pom, go back to lift and back to the jacket and key.

Drop balloon, collect jacket, right, use key on door, enter door, give jacket to the bod on the motorbike, collect the bike pump, right, enter shop, give pom-poms to Sindy, collect the food and the key, exit shop, left, left, up through gap, drop food and bike pump, collect the key, right, left, use key on door, left, up through gap, use key on door, left, right, up through gap, up through gap, collect balloon and bike pump, right until you get to the edge of the river, use the balloon and pump on the platform, go right when you land, collect the flowers, go left stand on platform and use balloon again, drop the flowers, repeat these moves to get the gloves and the key from the hut on the island, drop the balloon and pump and hold the flowers the key and the gloves, go left to where the parrot food is, drop the flowers, right, left, left.

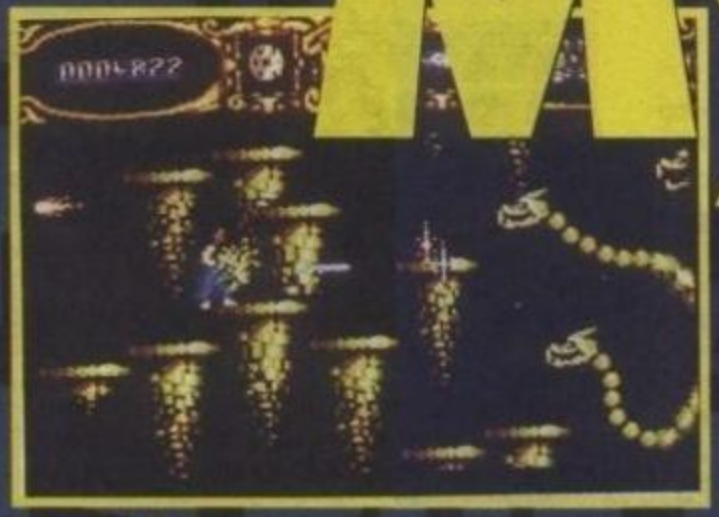
Use the key, enter stage building, collect warrant, exit building, right, enter building, down, up on the left (jump the munchkins), left, jump on cloud, right, jump off edge of cloud, up, left, collect key, down, left to exit building, left, left, left, use key on door, go back to where the parrot seed is (use map to show you how to exit the maze), drop the gloves and warrant and collect the parrot food, go right into the treehouses, enter the top right hut, drop the food on the bottom right (next to exit) and wait until the parrot lands on it and exits the hut, take the food, leave the hut, drop the food on the left of the screen, when the parrot leaves take the food and go left, drop it on the right-hand side of the hut, when the parrot goes in follow it, collect the and the dagger, go back to where the warrant is, take the warrant the key and gloves and drop everything else.

Go right, left, right, use key on door, left, left, enter door, right, drop everything, take in this order — gloves, a coin, the cards, the warrant (you drop the gloves), left, left to leave building, go up through gap, right, enter door, right, enter saloon, right, talk to murderer, left, exit saloon, left, left to exit building, go through gap, left, enter building, go to Rick Bracy and give him the warrant cards and coin, take the explosives and go back to the dagger, drop the explosives, right, left, right, enter building, right, enter saloon, right, up, left, enter middle door, talk to cowgirl, take love letter, go back to Rick Bracy, give him the letter, take the lollipop, go back to the start screen, left, left, enter building, take key.

Go back to where the dagger is, right, left, right,

Myth

Here's a luscious level guide to Kixx's mega marvel...



Level 1 — Greek Legends

Kill the harpies to get some fireballs and keep them for later. Alternatively, use them to kill the skeletons and collect more fireballs. Eventually a skeleton gives you a sword; use it to cut down the hanging skeleton up on the top-right and follow it down to the edge of the ledge below. Kill a skeleton near the edge so that it falls into the fires of Hell. The Devil himself appears. Run back to the left and jump up onto the ledge above and wait for Old Nick. Chances are he'll appear on the ledge below and rise into your line of fire, but only when he has fired off a Trident first. When he does, hit him with a couple of fireballs.

When he's dead, grab the Trident and store it. Run back past where the skeleton was hanging, leap over and onto the ledge next to the Chimera. Now just stand there and throw the Trident at him. Go through the cave dodging the skeletons, then run through and out into the open. You're now in the ruins of Ancient Greece. The warriors aren't too hard to kill, but the Nymph is tricky. Watch her beckoning hand and move forward until she signals you to stop (fingers crossed she'll give you extra energy). If she doesn't, fireball her or slash her with your sword (get too close and she turns into a snake).

Once past the Nymph go up to the Warrior Statue and use the sword on the rear heel. The statue collapses and a shield is now yours for the taking. Select the shield and the warriors kneel down, allowing you through to Medusa's lair. For this screen you need the shield at the ready and a good dose of energy for the Hydra afterwards. Leap the gaps and use the shield to deflect Medusa's stony gaze.

Select the sword. BUT DON'T ACTIVATE IT YET. Wait for Medusa to stop, then jump the gap with the shield ready. Swap to the sword in mid leap, and cleave her foul head from her even fouler body. Pick up the head and leap across towards the Hydra. Take out the top two Hydra heads using Medusa's bonce, and fall down onto the ledge next to the last head. Stand on the far left of the ledge and keep firing. The Hydra eventually goes up in smoke, and you've conquered Ancient Greece.

Level 2 — Norse Legends

The flash of lightning is your only visual aid here as darkness descends on the Norse Ship. Kill the Vikings as quickly as possible as Thor launches a lightning bolt at any slowcoaches. When all the Vikings are dead, the bird on the bow of the ship flies along. Kill it when it flies down and pick up the ring it drops to teleport to the next level. Now you're in the forest and the main problem is the mass of Golems stomping towards you. Kill them with the dagger, which is obtained by brown-breading the small spiky creature.

The daggers are great for killing Golems, but they seem to run out too quickly. Run along past the hole in the forest where the blacksmith lies in wait. He'll pinch your sword and re-work it into a magic sword for later on. While he's doing this you need to keep out of the way of the Golems, so use daggers to keep them at bay. Collect the sword when it appears, and run along to the clearing where the woman is being burned at the stake. Pick up the firebrand and use it on the Fire Sprites, but keep away from the edges or they'll pick you up and drain yer energy. But kill 'em all and the woman'll reward you with extra energy.

Run along to the right, killing the Golems until you arrive at the Dragon. Wait until its head is raised, and then run up to it and hack at its neck until a chunk flies out of it. Now run back and use a dagger to wedge in its neck. You can then run past to the next screen. Jump from the very edge of small gaps to get onto the next platform. If a Thor lookalike appears near you, jump up or down onto a ledge to avoid his lightning, either that or kill him. Kill the fire-breathing baby dragons before they spit, and collect the daggers and energy they leave behind.

When you get to the first of the two castle entrances, jump up onto the ledge above it and hack away a few times at the eye. Once done, jump down and kill the axe-throwing Viking who appears from the castle. Now go up, jumping on the platforms up to the left and then up to the right to the second castle entrance. Kill the Viking here and you're through to Thor's Domain. To win Thor over just keep moving to avoid his bolts and the dragons on the floor. Leap up unto the left pedestal, leap to the right one and then to the third pedestal and finally onto Thor's throne. Hack at him a few times and Thor is on your side. Well done — the next load awaits.

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right, use key on door, go back to the dagger, drop the lollipop, right, right, right, right, enter hut, collect ball, go into maze of studios to the Frankenstein set, give the ball to the dog and leave, go to the Sherlock Bones set

and collect the coins, go to the lollipop, drop one coin and get the lollipop, go left to the shop, enter it and give shopkeeper the coin, take the food to the dagger location and drop it along with the lollipop, find the following objects and take them to the Frankenstein set, drop them under the table on chains, the objects are the arm, the hand, the head, the other hand, the other arm, the body, the leg, the other leg, the foot and the other foot.

Take the key and drop it at the dagger location, take a coin, go to the Sherlock Bones set and collect the gloves, go to the Frankenstein set and put the coin in the machine (where you've built the person), flick the switch, up, flick the switch, when electricity has stopped flick the switch, down, right, down, collect the brain, right, right, enter building, collect the heart, go to the dagger and drop the brain, the heart and the gloves, collect the food, the key and the dagger, right, left, left, left, use key on door, enter door, up, up, give the food to King Kong and free the woman with the dagger, collect the medal and go down, jump left and go back to the brains location, collect the brain and heart, right, left, enter studio, go round studio until you find Dorothy, give her the brain, heart and medal, take the blanket, go left to exit, find the explosives, left, left, up, up, right and carry on to get the potion (which makes you invisible).

Take the blanket and the potion to the Flash Boredom set, drop the blanket on the transporter and press the computer, it will teleport the blanket (no, really!!), then press the computer and stand on the teleporter yourself, when you've teleported, go right, up in lift, left to the alien, walk past it using the potion and collect the detonator, right, press the computer and teleport back to the flowers, take them and go left to the secretary and give them to her, take the key she gives you, right, up, up, left, use key on door, enter door, drop explosives on safe, exit room, drop the detonator, enter

room, collect the script, you now need to take the script and an Oscar (the positions are marked on the map, they're often hidden) to the following people so they'll be in your film, the pirate, Tarzan, motorbiker, Sindy, shopkeeper, Rick Bracy, dead body, person you created, cowgirl, the alien, the murderer, the secretary, the guard, King Kong, woman held by King Kong and Dorothy. All finished — a little like Seymour's eight-bit appearances!

Level 3 — Egyptian Legends

This seriously savage level has all but the bravest of adventurers running for their mummy (groan), but follow our tips and you should be okay.

Use the sword to dispose of the snake, and run to the side of the pyramid, jumping up onto the near-invisible platforms. Go through the bottom door and work your way through past the axe, spike, the two pressure-pad-activated traps and the two spikes, then pick up the blue eye. Run past the spikes before they go into the ground and you should get past. Any sooner or later and you're dead. Go back and up to the top door, now work your way past the spike (carefully), axe, spike, axe, spike, axe, pressure-plate-activated spike, barrel, spike AND axe, barrel and snake to reach the trapdoor.

Go through to the second corridor and go right (if you go left you'll get the point). Avoid the axe, the three spikes, the barrel, the downward-pressure-plate-activated axe, the two spikes, another pressure-plate-activated spike and the two final spikes. You're finally through to the inner sanctum, now things get really tough! There's a very hard way and a very easy way to do this level. The hard way is to leave the blue eye back in the first corridor. Kill the two Egyptians and pick up the cross, use the cross and go to the flashing cross on the wall.

Now go right into the first upper room. Kill the Egyptian holding the rod and pick up he head-dress. Smash the large jar and pick up the first Canopic jar. Drop down into the bottom chamber and go left through the mummies, killing them with the head-dress. Go to the end of the corridor and smash the two large jars and pick up the second and third Canopic jars. Go right through the first set of mummies and over the spikes, then through the second set of mummies, smash the large jar and pick up the fourth Canopic jar. Go back to the left through the mummies, over the spikes and up and out the way you entered.

Go right until you see the cross on the wall and use the cross. Put on the head-dress, then run up to the cross and fire at the Sphinx. Pick up the grey object and jump onto the high ledge, up to the second upper room and out through the door. Now the easy way (with the blue eye), kill the two Egyptians and pick up the cross and use it to replenish your energy. Go right to the second cross symbol on the wall, killing all Egyptians on the way. Use the cross, put the blue eye in the centre ready to use. Run up to the flashing cross, use the blue eye and press fire. Now a large beam kills the Sphinx and your energy builds up.

Pick up the grey object, jump up into the second upper room and go out of the door. (No need to pick up the Canopic jars as you're given them). Put the jars on the ledges in the following order:

Bottom left — red
Top left — silver
Top right — blue
Bottom right — gold

Go right. When the last door on the coffin's shut, you can enter the right-hand side of the room. Go to the face mask and wait a moment. It fires a beam of light at the coffin. You spin in a ball of flame, and can then fly. Shoot the face mask in the eye several times to destroy it, but take care to dodge the small and large fireballs.

Level 4 — The Final Conflict

Final indeed — you have no continues for this titanic test, so you need all your wits about you.

Shoot anything that moves and pick up the jewels for energy. At the end there are two large men; shoot the left-hand one as you dodge the fireballs. You should bump him off, but even now it's not over as Dameron appears (ever had the feeling the game's 'borrowing' its theme? Just a thought...). To kill Dameron, use the special weapon given to you. Shoot the skulls on his head, then shoot his eyes several times to blow him away. Success!

Not a bad game, but some of the problems are a hit and myth affair...

RAMBO 3

Here's a screen-by-screen solution for levels one and two. NB. U, D, L, R = directions. Door = go through door. Top Door = tells you which door to go through.

Level 1

From the start go R, Door, U, U, Door, R, U, L, Collect Goggles and Battery, U, Door, Get Detector, U, U, get Medikit, D, D, Door, R, R, R, R, U, R+D, D, Get Light Key, U, U, L+U, Top Door, L, Hit Switch, R, Door, D, D, L, L, L, D, D, L, Door, R, D, Door, U, U, Get Arrows, D, Door, D, Get Silencer, U, Right Door, D, Door, D, Left Door, Left Door, Get Goggles, Right Door, Right Door, U, Right Door, D, Door, Get Glow Tube, Right Door, U, Door, Left Door, U, Right, Door. You are now outside. U, U, U, U, U, L, L, L, L, L, L, U, U, U, U, U, Get Anti-Personnel Mine, U, Door, D, D, D, R, D, Get Dark Key, D, Use Dark Key, Door, Gt Detector Battery, Door, L, U, U, U, U, Door, D, Hit Switch, U, Door, U, R, R, R, D, Hit Switch, U, L, L, D, D, D, R, Door, Get Rubber Gloves, Door, R, R, U, Door, Right Door, Get Medikit, Door, Left Door, D, R, D, Get Pistol, D, Use Light Key, Door. You're outside again: D, R, R, U, U, U, U, U, U, Door, R, R, Door, Use Glow Tube, D, Door, D, Get Uniform, U, Door, U, Door, Use Uniform, D, D, D, Use Light Key, Right Door, U, U, Get Medikit, D, D, Door, D, D, Right Door, D, Get Arrows, U, Door, D, D, D, L, L, Door, U, U, Get Machine Gun, D, D, Door, U, U, U, Hit Switch On Wall With Exploding Arrows, Door. You have completed Level One.

Level 2

From the start R, R, U, U, Set Bomb, R, R, U, U, Set Bomb, L, L, L, L, L, L, L, L, L, L, L, D, Set Bomb, U, R, R, Blast Door And Go Through, R, U, Set Bomb, R, R, R, R, R, R, U, Set Bomb, L, L, U, Get Medikit, U, R, Blast Door And Go Through, L, L, L, L, L, L, L, L, L, U, Set Bomb, U, U, R, R, R, Set Bomb, R, R, R, Get Medikit, R, D, D, Get Medikit, R, R, R, Blast Door And Go Through, Set Bomb, L, walk up to the chopper to complete Level Two.

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BASH YER BRAINS

As the sun sets on Bash's sacred missives, the mighty warrior rests his blood-stained axe and offers a map of adventuredom...

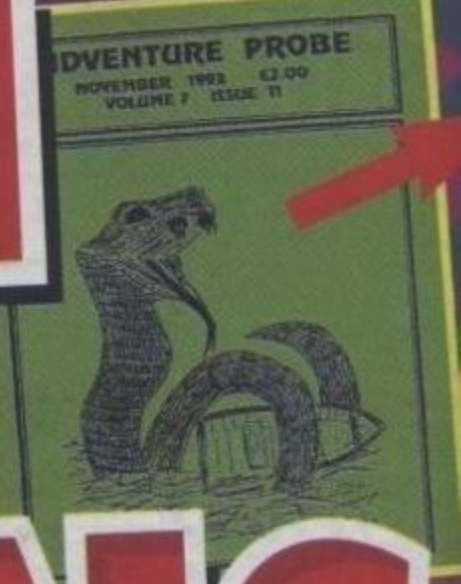
Verily, the mighty behemoths known as Commodore 64 adventures roam free in adventuredom, far more so than their arcade counterparts. Me, I weary of the slaughter — I must journey far beyond the holy mountains and seek the wizened old wizard who will tell me of my fate. Some say he lives on the blue hills of Pern, others a cave in the Ice Caverns of Frigia. Some argue he doesn't exist at all!

My search takes me far and wide, far beyond the plains of adventuredom. This is the last time we walk hand in hand across the haggard lands, so with my trusty quill I offer a map of our territory. The software houses, the fanzines, the clubs... they're all here, and if you heed my council you need

LOGYK SOFTWARE

Birmingham-based Logyk Software offers games that 'stretch your minds — not your wallet'. Their most notable adventure offering is *The Argon Factor* (1993 Version), which includes a corking competition — answer twelve questions and you could win an amazing first prize of £1000, or one of four other cash prizes. The total amount of molah on offer is a wallet-busting £1500!

Logyk have five other adventures on offer, all of which are available on tape or disk. They also publish two card games at £3.99 each, *Championship Whist* and *Competition Brag*. Look out for the forthcoming *The Last Dinosaur* too (sigh — dinosaurs are everywhere now, aren't



ADVENTURE PROBE SOFTWARE

The newly-formed Adventure Probe Software label covers C64 and Spectrum formats, concentrating on winning the rights to games previously sold by other mail order-only software houses who decided to call it a day.

Offerings include Jeff Tullin's *Flight Of The Unicorn* and *Sticky Fingers*, multi-format games that are available on the C64. Proprietor Barbara Gibb has the rights to sell ALL versions of the games, but currently lacks a 0C64 copy of Sticky Fingers. If anyone has a spare, send it on.

WALTER POOLEY

Another stalwart of the adventure scene is Walter Pooley. With six high-quality adventures under his belt, he's certainly a force to be reckoned with!

Walt's earlier adventures are available as a five-game compilation, with his latest adventure, *The Lost World*, sold singley. Based on the book by Sir Arthur Conan Doyle (creator of Sherlock Holmes) the game sticks closely to the plot of the novel, in which a group of intrepid explorers find a hidden plateau where the dinosaurs still live (sigh — dinosaurs again!).

Like all Walter's games, *The Lost World* is available on tape or disk.

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ADVENTURE PROBE

What can you say about Adventure Probe that hasn't been said already? A 56-page fanzine, the mag covers all computer formats from the humble Speccy to the mighty PC. The Commodore adventure renaissance led to much-improved coverage of our machine, and as the eight-bits dominate Probe there's plenty for the C64 owner!

Since taking over from Mandy Rodrigues (of *Black Knight* and *Atalan* fame), editor Barbara Gibb has done a marvelious job. The magazine contains the same mix of hints, tips, reviews, solutions and letters as before and the quality hasn't dropped at all.

Subscribers to Adventure Probe can also take advantage of the magazine's telephone helplines and postal services. Staffed by keen adventurers, the helplines offer a quick and easy way past that perplexing problem (don't ring too often though — if you ask for help before giving the puzzle your best shot, you don't deserve to be called an adventurer), or choose from a range of hundreds of printed solutions available. You can also write to Probe and ask the readers for postal help, and when you've finished your game, why not sell it through the mag's In Touch section? Look out for the forthcoming Adventure Probe Adventure Directory too, a weighty tome detailing who's selling what in the world of adventure games.

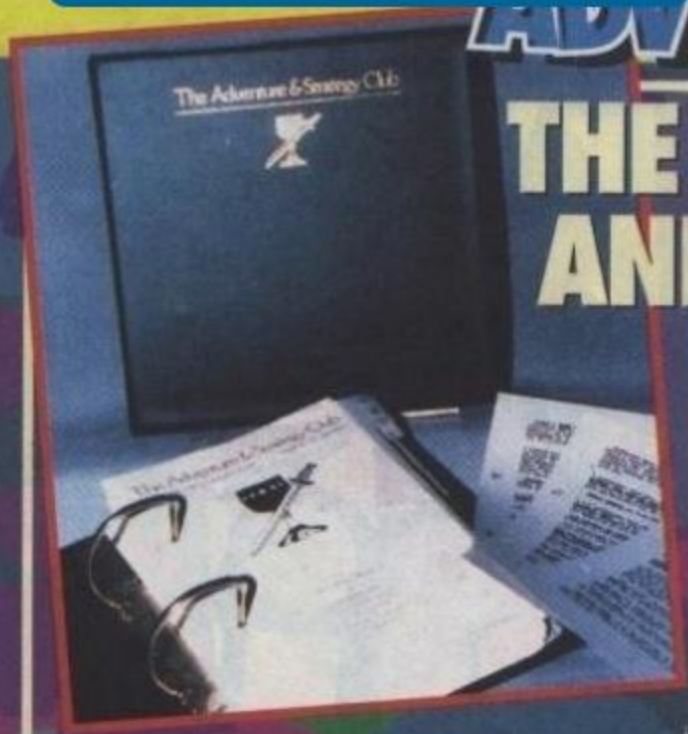
Adventure Probe costs £2 an issue and is worth every penny. Now in its seventh year, this has long been THE magazine to read for adventurers.

RIVER SOFTWARE

Set up as a Spectrum adventure house by Jack Lockerby and son-in-law Roger Betts in 1986, their high-quality text-only adventures quickly established them as one of the leading cottage industry adventure houses.

Their Speccy spectaculars were later converted to the Atari ST and, of course, the Commodore 64 — they currently market around 20 C64 games, including *The Hammer Of Grimmold*, *Realm Of Darkness*, *The Miser* and Jack's excellent interpretation of Robert Louis Stephenson's *Treasure Island*.

River games offer short location descriptions and lots of puzzles and mapping, so are ideal for those who hate reading screenfulls of text. The problems are always logical and offer much for the enthusiastic adventurer.



THE ADVENTURE AND STRATEGY CLUB

For an annual subscription of £24, The Adventure and Strategy Club offers a 54-page bi-monthly information pack crammed with news, reviews, solutions (full and serialised) and all sorts of information useful to adventurers, RPG freaks and strategy gamers alike.

Unlike Adventure Probe, the A&SC pack isn't a magazine as such — the A5 pages are hole-punched for easy storage in your snazzy Adventure and Strategy Club binder! As the packs are divided into 26 sections (reviews, tips, addresses, etc) and individual pages are updated and replaced where necessary, the folder quickly builds up into an invaluable reference source. Looking for that review of Jack Lockerby's latest outing? No problem — just turn to the reviews section and look it up in the index!

Although it mainly caters for the 16-bit market, the good old C64 is well-served by the club's invaluable helplines and solution services. It's ideal for those who intend to upgrade in the near-future too — by the time you've bought your new machine you've an excellent source of info on it!

THE GUILD

The Guild is dead — long live The Guild! Because of increasing work commitments, founder Tony Collins can no longer afford the time to run The Guild, so the label has been passed lock, stock and inlays to Jason McKenzie of Binary Zone fame. The games are still sold under The Guild label and are NOT Public Domain — Tony's PD adventure collections are now incorporated into Binary Zone, but these are entirely separate.

As regular readers well know, The Guild distributes some of the finest mail-order-only adventures ever to hit the C64. Tony's own games such as *Nythyhel*, *Corya The Warrior Sage* and *The Hermitage* are classics of atmosphere and tension and William Quinn (of covertape classic *LA Adventure* fame) has several corkers gracing the label too.

Inevitably one or two games were lost during the move, most notably the *Graphic Adventure Creator* which wasn't put into the Public Domain as previously believed, and is no longer distributed through The Guild. Even so, you'd be barmy not to drop them a line — the new catalogue is up and running, and you can ask about Jason's commercial Psytronik label at the same time.

Alas, with the plains still bursting with activity, I must bid you farewell. Heed my council — the adventure-wizards I have revealed are even now concocting further tests for the intrepid hero. Send the customary SAE for catalogues and details. Keep your axes sharp and your sword-arms strong, and may you never be caught in a dark location without a light source. Maybe one day we can once more explore the sacred realms, fighting side by side in our quest to conquer the mighty monsters of adventuredom. Until then, I bid you goodbye and go to seek my destiny...

The Guild
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Worcester
WR9 7QW

Logyk Software
391 Gillott Rd,
Edgbaston,
Birmingham
B16 9LL

River Software
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Canterbury,
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Walter Pooley
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MANGRAM MAILBAG

Argh! My beloved letters section snipped to a mere three pages! There'll be trouble about this, I tell you! That James has gone too far! And to make things worse, I can't stop putting exclaimation marks at the end of each sentence! This could become the worst intro ever! Still, on with the letters!

DENTAL BREAKDOWN

Dear Lloyd,

What sort of haircut have you got? We've never seen it, either in ZZAP! (RIP) or COMMODORE FORCE. It can't be anything interesting like an afro or a mohican — you'd never get the bag over your bonce! Perhaps it's a crew cut, or maybe a basin.

My guess, though, is it's... gone! Yep, I reckon ol' Lloyd Mangram is so damned old he's lost all his hair and probably most of his teeth too.

Come on Lloyd, play the game (as long as it isn't *Creatures 2*) and show us your hair. If you're shy you can put it on the wig stand and photograph it there.

J McNulty, Aberdeen

I'll have you know I've got a full head of hair and it's all original Mangram issue. A few flecks of grey may be appearing amid the locks but at least it's natural. I don't believe in all this vain covering of minor blemishes and wrinkles. Age means experience and experience means wisdom. At my age its wise to experience the inside of a paper bag.

LM

FRIENDS OF THE FAMILY

LETTER OF THE MONTH

Dear Lloyd,

I think we were both proved right. The last time I wrote in it was on the subject of your all-time top 100 games. I said that *Frankie* was unlikely to be number one in the readers chart, in fact it wasn't even placed. And in your reply to me you mentioned that a big selling game is likely to get more votes irrespective of the calibre of the game. For example, how can games like *The Addams Family*, *Street Fighter 2* and *WWF* be placed higher than *Paradroid*, *Impossible Mission*, *Mercenary*, *Wizball*, *Spindizzy* and *The Untouchables*?

I know it is only my humble opinion but, for example, if you gave me *Street Fighter 2* and *Mercenary* to play I would play *Mercenary* and save the game positions on the *SFII* tape.

I understand that we live in a democratic society and are all free to express our opinions, but I sometimes wonder if the views and decision of fellow gameplayers are not affected by aggressive marketing and sales ploys. After all, big companies are able to promote their games with more impact than smaller firms, immaterial of the stature of the product they have to offer.

We go on so much about gameplay and playability yet we still buy games on merit of their names or packaging. How many people bought US Gold's *World Cup Carnival* back in 1986. I would hazard a guess that the number would have been far less if people were able to read the review first. Many merely bought it due to the flash packaging and posters.

Arcade conversions are another source of constant anxiety. Let's be honest here — the C64 has been around for ten years and, although ahead of its time in 1983, it's hopelessly dated compared to arcade machines of the present. Did anyone really expect *Space Harrier*, *Afterburner* or *G-LOC* to be easy conversions?

I for one am a realist. I understand that Sega's arcade machines have custom chips, CD-quality stereo sound, thousands of colours and hundreds of sprites where as the '64... well it does have a small proportion of that power, but not enough to make passable copies of these arcades (I also think there could be an argument that these machines, without their flash cabinets and controls, really weren't much cop, so why convert? Please tell me somebody!).

Nonetheless many of these games sold in large amounts irrespective of reviews and why? Name and marketing is my view.

Before I go on I must say that not all arcade

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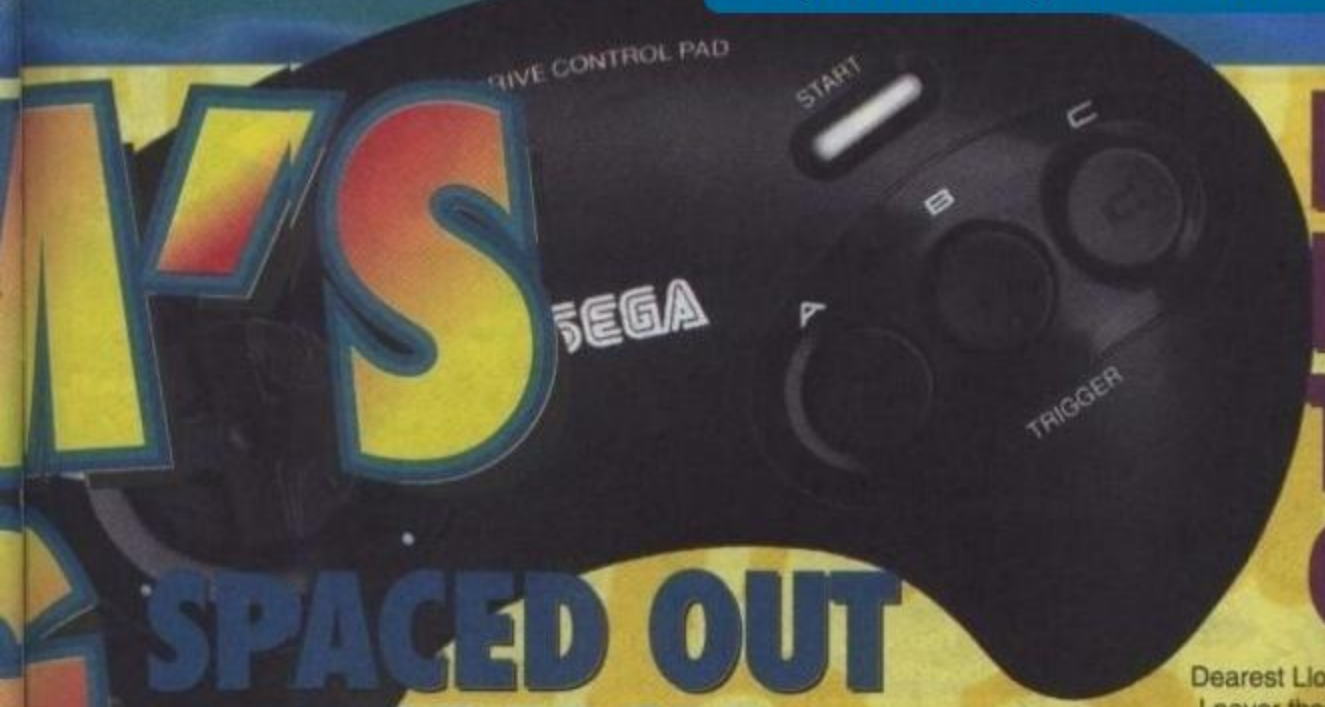

M'S BETTER DEAD THAN CRAP

SPACED OUT OF TOUCH

Dear Lllloydy,

Greetings from planet Zog. Due to the incredibly slow inter-galactic postal service this letter might take a while to arrive (it's 1988, Earth-time as I write) but here goes:

My first point is about these new fangled 'console' things that are beginning to appear — do me favour! Do they really think a piece of black plastic with a controller taken straight from those crappy old LCD games will ever catch on? Where's the keyboard? Nope — they're a nice idea but they'll never make it. The day a Sega cartridge outsells a C64 game is the day I'll cut off five of my arms and boil them in duddlyberry jam 'til they turn lilac and begin to fizz loudly. I trust all at ZZAP! are well. Anyway, must dash, the weather forecast says there's a flippin' meteor storm on the way.

Boggiethwart, Zog

● ***Better wave bye bye to those limbs old mate! These days a major MegaDrive cart sells approximately 14 squillion times more copies than your average C64 game. Still, it's quality that counts, isn't it?***
LM

Dearest Lloyd,

I never thought I'd hear myself saying this (so I'm writing it down instead), but the Commodore 64 is (cough) dead! Deader than dead. Dead with rotting flesh hanging from its decayed and aging bones. How sad to see this great old machine decline in such a way. COMMODORE FORCE still carries the flag with dignity but now's the time to stop. Put the poor C64 to rest. Allow it to lie down alongside the Spectrum. It will live on in the annals of Computer history to be fondly remembered for the great years of its heyday — a heyday that is, alas, long past. Thanks to all at ZZAP!/CF past and present but now is the time to hang up your disk drives once and for all.

Peter Fleming, Oldham

● ***I'd like to accuse you of misplaced pessimism but unfortunately some truth is what you speak. COMMODORE FORCE serves a readership almost fierce in their loyalty, yet starved of software save what we give them — a darn shame.***
LM

conversions have turned out to be drivel; *Rainbow Islands*, *Bubble Bobble*, and *Operation Wolf* are all good, solid games on the C64. The right mix of gameplay and '64 programming skills were utilised to bring these to our machines and what they lacked in the graphical department was more than made up for by the gameplay.

I must be honest though and say that nowadays the C64 market is so small that it's doubtful whether any more arcade conversions are likely to be made. But it would be interesting to see how much a game like *Mortal Kombat*, however useless, would sell on the '64. My guess is that it would shoot off the shelves without any need for further promotion, such is the strength of the name.

Moving onto more pleasant ground, I must congratulate the Rowland brothers for producing one of the finest games I have ever had the fortune to play. If there are any C64 owners out there who still haven't bought *Mayhem In Monsterland*, WHY NOT? The 64 now has a title that it's been crying out for for years. I know of Amiga and Megadrive owners who have been amazed by the game. This game shows how a tailor-made product can make best use of a machine's facilities. It doesn't matter if it was converted, the '64 is its home, it's the machine it was made for and I doubt any other machine could do the game justice. Forget *Mario*, *Sonic*, *Zool* and all the others, *Mayhem* has it all! I've read that if sales are good enough there's the possibility of a special edition version — let's hope this is a certainty...

John Kavanagh, Morden

● ***It's true what the lad says. 90% of the time a game designed with a specific machine in mind will be far superior to something coming second-hand from more powerful systems. Imagine fitting a Formula One body shell to a Skoda engine chassis. The more successful converted titles you mention worked because the basic game design had been seen countless times on the '64 down the years. They belong to that increasingly rare breed of arcade games that still offer gameplay instead of a 30 second graphic/sonic extravaganza at a quid a throw. Flashy arcade machines are fine for a few goes but if you had one in your room how long would it be before you got totally peed off? After putting the question to the COMMODORE FORCErs as well as those slackers from MEGA MACHINES and SNES FORCE next door of which machine they'd most like to own I got a mixed bag of answers. Gauntlet 3, Double Dragon, Tron and Defender, among others, were mentioned, but most votes went to (da derr) Star Wars — that old vector shoot-'em-up. All of these put gameplay above frills and most date back years. The only 'new machine' quoted was Super Street Fighter 2 by SNES FORCE's Simon 'SF king' Hill. So there you are — playability is what counts.***
LM

Why do you call that bit in your letters column 'snips'? You make it sound like a vasectomy.
B Gunn, Droitwich, Worcs

● ***Don't you play in goal for Norwich City?***
LM

Wibble Wibble bleep bleep bleep
[illegible], Nr Arnold Hull

● ***Tuoba no gnirebbig uoy era tahw?***
NS

Please don't edit this letter.
Des Hawking, Nottingham

● ***Oops — sorry!***
LM

Can I join the teem? I rite relly good!
[illegible], Ireland

● ***Do I get paid in gold doubloons?***
LM

My goldfish does headstands!
Rosie Hopkins, Shropshire

● ***I know that name!***
LM

Ever played Sonic on the SNES? It's crap, isn't it?
[illegible], London

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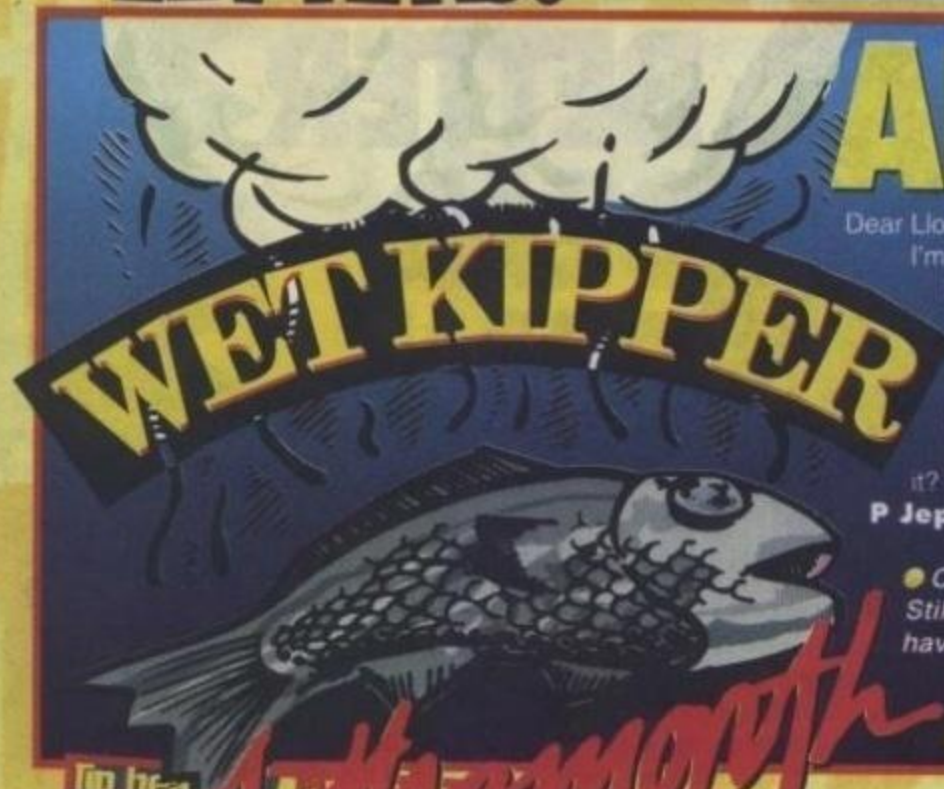

ANY IDEAS

Dear Lloyd,

I'm new to the Commodore 64. Often when playing a game I'm told to 'PRESS ANY KEY'. However I can't find the damned thing — I've spotted the function keys, Run/Stop, Shift Lock, Restore, etc. (and probably a few trains — LM), but however hard I look I can't find the Any Key!

Please help me Lloyd, I'm at my wit's end — which one is it?

P Jepstow, Kent

● *Oh dear! You really are a bit of a drongo aren't you? Still, we shouldn't mock the afflicted so I suggest you have a little lie down before tackling this problem once more with an open mind. A little logical thought is all that's required. Oh, and get a life too, eh?*

LM

AMIGA FARCE

Dear Lloyd,

I can prove that C64 owners are brainier than Amiga owners. On the latest issue of your sister magazine AMIGA FORCE, some pillock spelt the word 'calendar' wrong. Tell them it's spelt 'ar' not 'er' — or perhaps I'm barking up the wrong tree, and they were actually offering a 'free cullender', and got the first vowel wrong and missed the double 'l'. If this is the case, could you send me mine — I bought the magazine for my little brother, and it was totally devoid of kitchen utensils.

P Dantic, Cardiff, Wales

● *I had a word with the Amiga boys but when I asked them if they knew what a dictionary was they asked me how to spell it. Only joking! Actually 'calender' is cool street talk for 'calendar' like 'yo' is for 'yes', erm... honest.*

LM

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POUNDING QUESTION

Dear Lloyd,

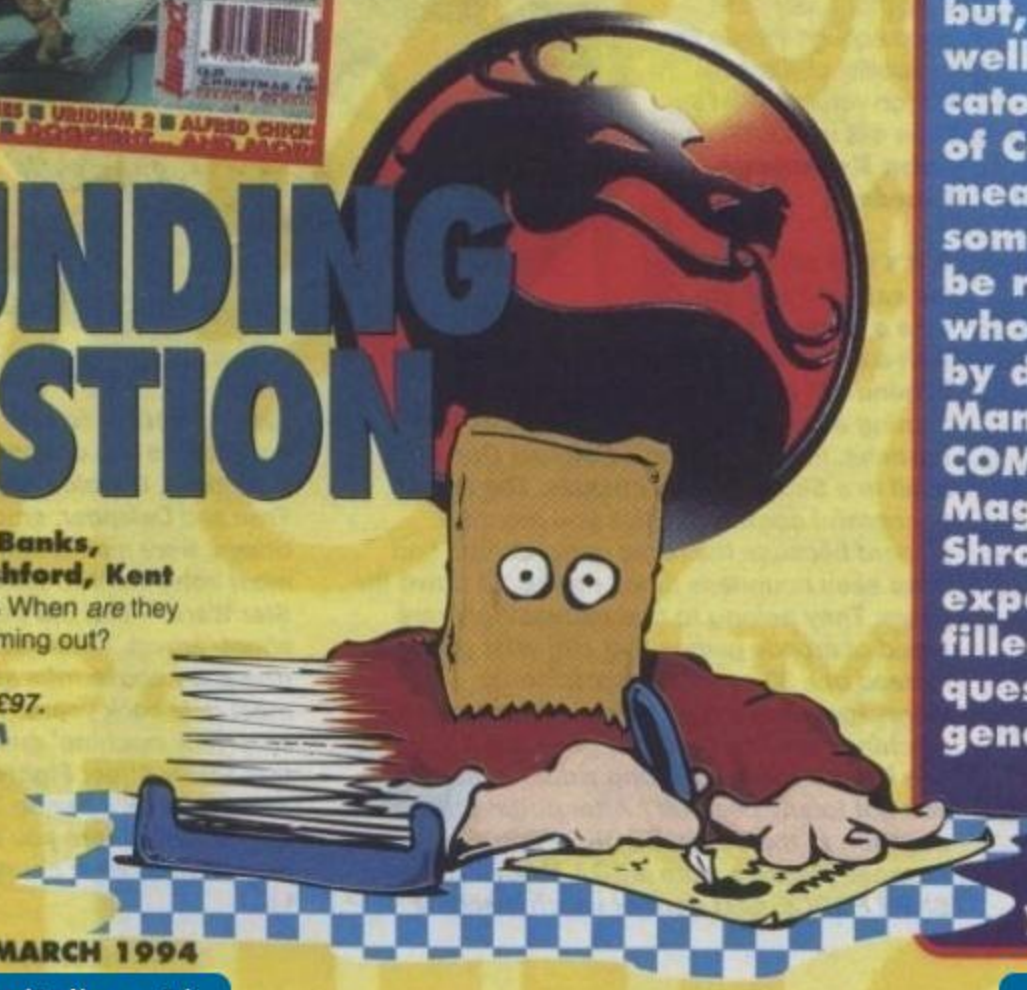
If you had a pound for every time you were asked when *Mortal Kombat*, *Lemmings*, *Sonic The Hedgehog* and *Mario* were coming out on the C64, how much would you have?

R Banks, Ashford, Kent

PS When *are* they coming out?

● *£97.*

LM



You'll probably have read this elsewhere this issue, but, apparently, Argos — the well-known and loved catologue store — sold loads of C64s over Christmas. That means there's a good chance some of those new users will be reading this. You know who you are — let us know by dropping me a line at: Mangram's Mailbag, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. I expect a bulging mailbag, filled to the brim with questions, anecdotes and general nonsense — if your name gets a mention, you might even win a prize. But then again, you might not. Bye!

● *Not as bad as tap dancing on a bean bag.*
LM

I wanna be slug.
Steven H, Stoke

● *I wanna be a record breaker da da derrr.*
LM

Who do we think we are?
Al Berker, Sly Kerry

● *Hmm, have you asked your mother?*
LM

Why do you feel the need to take the rip out of people who write in with innocent queries?
Robert Soul, Devon

● *Is that your real name, R Soul!?*
LM

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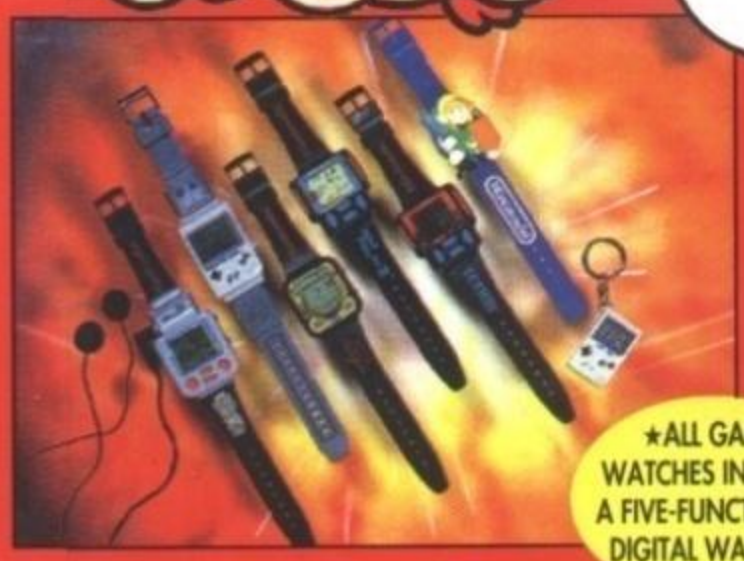

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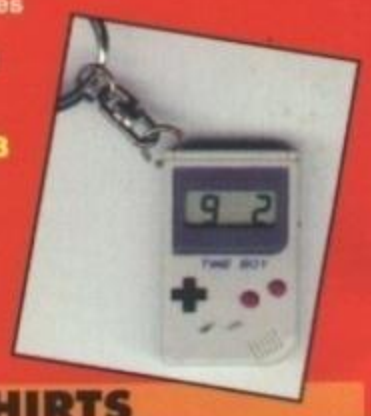

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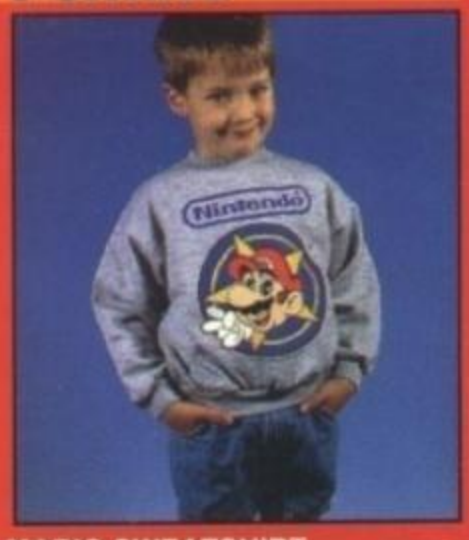

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MANGRAM COMPUTI GREAT

Ever wondered how computers came to be? In this, the first in a series of features, LLOYD MANGRAM — with a little help from MEL CROUCHER — looks back on the people we can thank (but probably blame) for making computers what they are today...

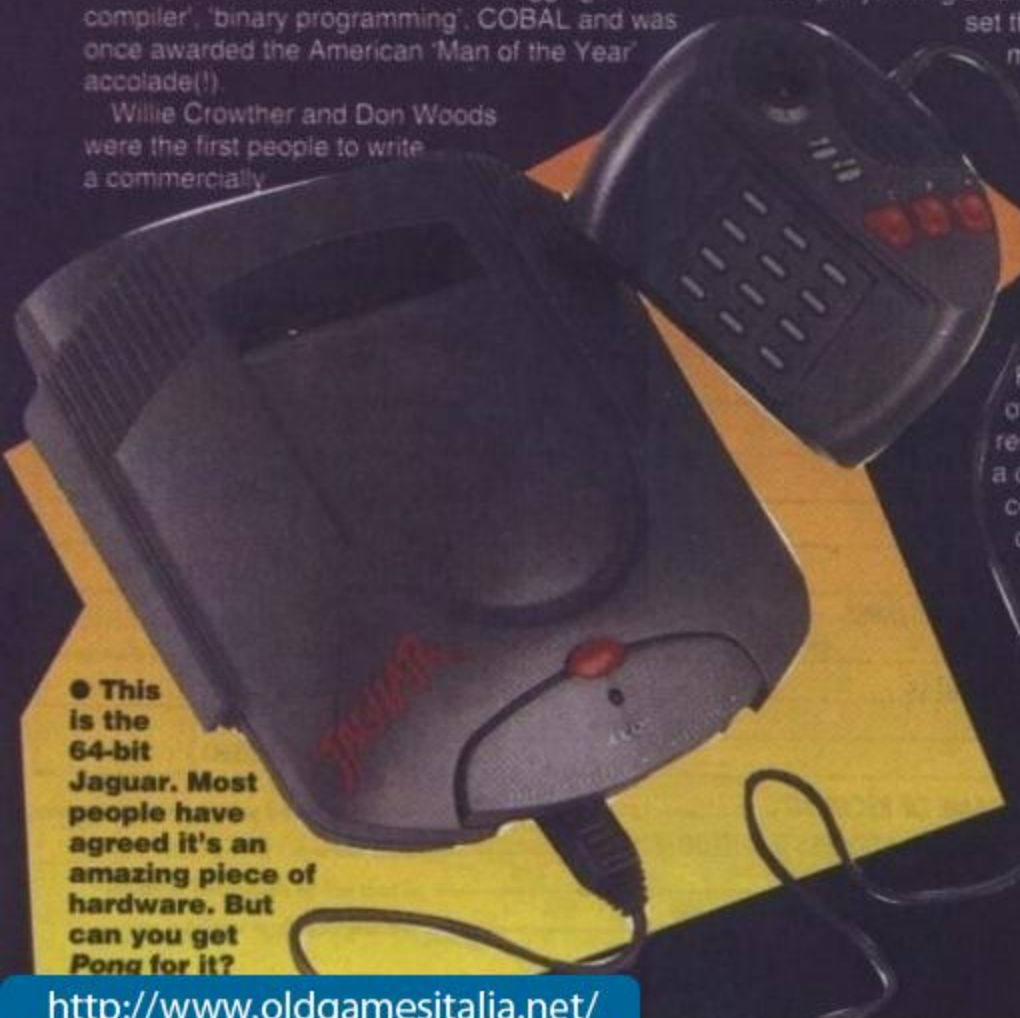
Contrary to popular belief, it was a woman who 'invented' computer programming. Her name was Augusta Ada Byron. Born in 1815, she invented 'loops', 'subroutines', 'the conditional jump', 'random access memory' and designed computers that would play chess and synthesize music. Apparently, her personal life exploded in scandal when her computerised horse racing system failed, and she died, aged 36. In modern times, another woman re-invented programming. Grace Hopper PhD joined the US Navy in 1943 'because there was a war on' and was given the task of 'taming the monster' — Harvard University's Mark One Computer. Grace not only tamed it, she invented 'debugging', 'the compiler', 'binary programming', COBAL and was once awarded the American 'Man of the Year' accolade(!).

Willie Crowther and Don Woods were the first people to write a commercially successful computer game. Without *Adventure*, written on a mainframe over two decades ago, this magazine wouldn't exist. I'd be out of work and you'd be at least £3.50 better off. Every adventure game ever written since Willie and Don strutted their stuff has been derivative of their American work. Those fond of strategy (or 'management') games should spare a thought for Martin Mitchell who, in 1973, developed *Corplan* on a mainframe at Hatfield Polytechnic. It involved running your own company, hiring and firing, buying and lying and set the pattern for every management game ever since.

In 1972, Nolan Bushnell invented the first popular arcade game. He called it *Pong*. Sure enough, it stank. It was a load of old tosh, but without any competition it cleaned up. For anyone under the age of 18 who might not remember it, *Pong* was like a crawl-motion table tennis, comprising of a blob, a pair of blips and sound effects that went 'blob-blip'. In 1976, Bushnell sold his company to Warner Brothers. They gave him £28 million for it. It was called Atari.

Of course, all arcade games are reaction-based, and in that sense they're all simply tarted-up *Pongs*. However, every now and then they evolve into something new. The last *real* major evolution came from the American Bill Hogue, who wrote *Miner 2049'er* for the Atari 400/800. It was the first ever platform game, and father of hundred of bastard offspring such as *Manic Miner*, *Sonic the Hedgehog* and *Mayhem in Monsterland*...

Once upon a time, video games players were forced to accept whatever software houses spewed over them. Bill Budge, who sounds like something out of a Charles Dickens novel, changed all that by marketing the first games Constuction Kit program. It ran on an Apple, and allowed the user to design their own video pinball machine.



● This is the 64-bit Jaguar. Most people have agreed it's an amazing piece of hardware. But can you get *Pong* for it?

Thanks to the yanks...

Like it or not, the USA dominates all aspects of games programming. Here in the United Kingdom of Great Britain and Northern Ireland we piddle around refining and corbliming third-hand Yank ideas, imitation being the sincerest form of fartery. Scott Adams, was the first 'star' programmer. The first guy who could sell games just by putting his name to them. And why not? His original 12 adventures are still classics, and he was arguably the first programmer to create 'computer personalities', such as The Count. The noblest pair of Brit refiners, re-definers and corblimers are probably Richard Bartle and Roy Trubshaw. While at Essex University they

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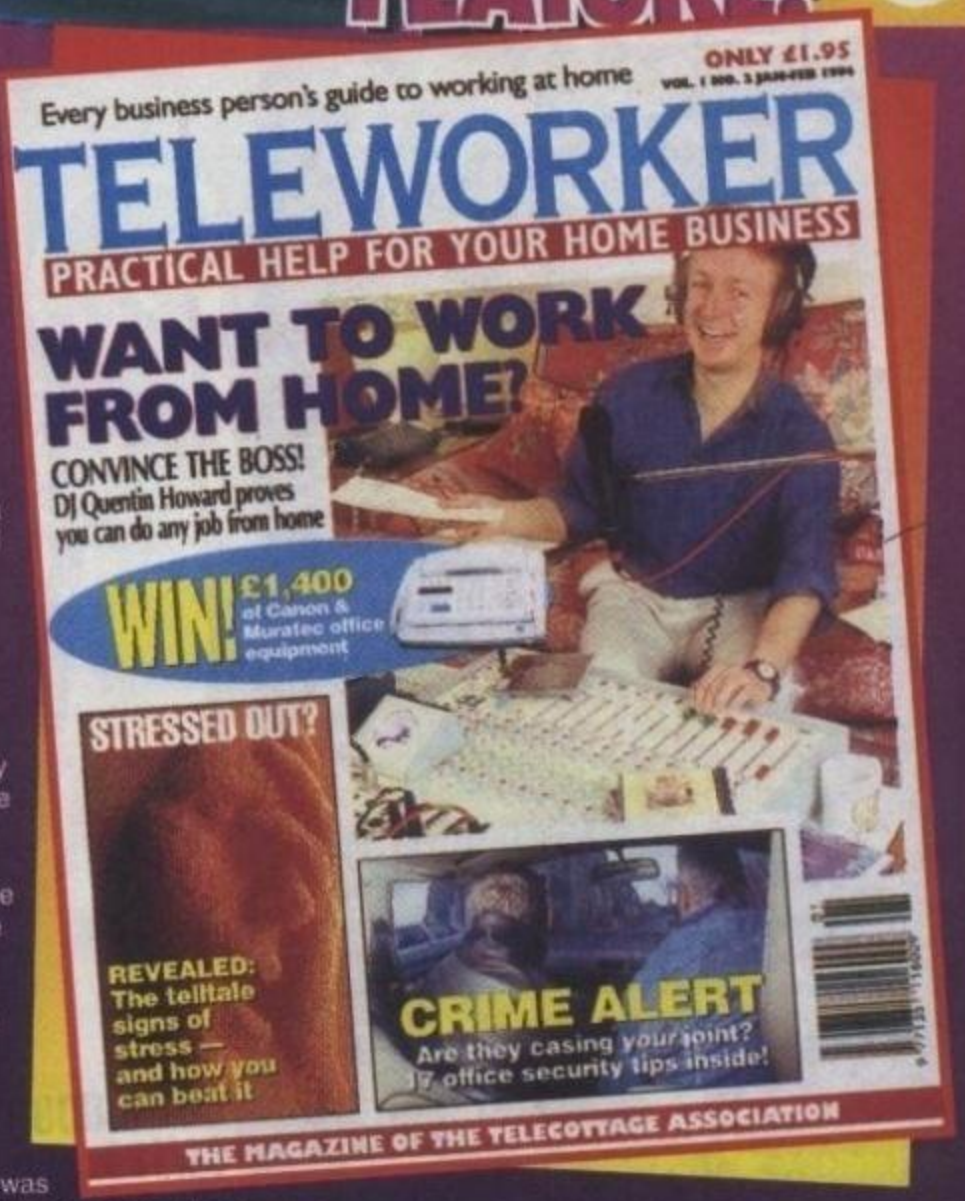
LLOYD
Once opon a time, there was a *Miner 2049'er*. Then there was *Manic Miner*. *Sonic the Hedgehog* came next, and then there was me!

time I heard, the only known trace of MUD was MUD 2 on a college network.

Educated folk reckon that the first ever Graphics Adventure, including drawn pictures and text, was *The Wizard* and *The Princess*, which came out for the Apple in 1982. Far be it from me to challenge this opinion and suggest that the first graphics adventure, including drawn pictures, animated cartoon, text, a music soundtrack and a genuine treasure to be located in a real place was something called *PiMania*, by an egomaniac named Croucher. He reckons that he was also responsible for the first software compilation, the first budget range, the first celebrity endorsement, the first real-time adventure, the first broadcasting of a software series on AM and FM radio, the first computing comic strip, the first interactive video, the first trivia program, the first multi-event sports program, and the first resignation from his own company on April the first. He is, of course, quite mad.

Bruce Artwick was a pilot with Hughes Aircraft USA. He was trying to develop a Flight Simulator for years when some bright spark threw an Apple II at him. He began with simple print-outs of airspeed, fuel-heading and distance and today his amazing programs come equipped with a 184 page manual! All recent flight simulators are weedy imitations of his work.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THE MAGAZINE OF THE TELECOTTAGE ASSOCIATION

The art of the matter

The year was 1954, the innovation was Computer Art. Gordon Pask made a machine and wrote a program that translated sounds into beams of light, named 'Musicolor'. It analysed pitch, rhythm and tone from live or recorded sound, and actually looked for improvisations from music that it had already 'learned' — eat your heart out, Jeff Minter! In 1962, George Mallen was working at the Royal Aircraft Establishment, using a Ferranti Mercury computer to simulate air-traffic control. He claims to have invented the flight simulator, but I have found no documentary prof of this. George's claim to fame is much more important; he's the first Computer Artist. When he 'freaked out' in the late 60s (younger readers ask your parents about what happened back then), he joined the Computer Arts Society and developed Eco-Game in 1969. Mallen went on to design the Decision Room for Allende's Marxist government in Chile, probably the first and last time a country has been successfully run by a computer game. These days George is still going strong, working on computer simulations for special effects on productions like Ridley Scott's *Alien*.

A gentleman called John Witney is not the father

● Here's another Impact publication. Strange as it may seem, Vera Shirley is almost responsible for its existence

of computer graphics entertainment, he's the grandfather and godfather rolled into one. Back in the 1940s he invented 'slit scan' techniques and twenty years later he masterminded the revolutionary 'stargate' sequence in Stanley Kubrick's *2001: A Space Odyssey*. In the 60s he was pushing a Los Angeles IBM to its limits, reputed to be the biggest computer in the States outside the Pentagon, but in 1974 he went on intellectual strike! He's still waiting for technology to catch up with his ideas, and it's just possible that he'll produce classic CD-I entertainment before he goes through that great stargate in the sky.

While raising her family in Amersham (turn left at Watford), Vera Shirley started a software service from her cottage. The year was 1962, and she had gone and invented the networked Global Office. Her employees worked from their own homes, linked up to mainframe at Mission Control, and she employed only women. Today F-International is worth millions, and her clients include Mobil Oil and Lloyd's Bank. If everyone followed her example we could abolish the rush hour!

Niklaus Wirth was a great admirer of our chum, Blaise Pascal. In 1970 old Nik was working away in Zurich on a new language to handle complex programs on micros, when he came up with a replacement for Basic. Naturally he named it Pascal, and we can be very grateful that he wasn't an admirer of George Farquhar (1678-1707). Do the names Carole Ely and Lore Harp mean anything to you? These two Californian women can lay claim to double fame. In 1976 they gave

devised the Multi-User Dungeon, MUD. It ran on a DEC-10 mainframe, and players entered into its weird and wonderful world by squirting themselves down their telephone wires, where they could adopt a new personality. The main thing about MUD was that it appeared different every time you played it, and the characters you met were for real. Last

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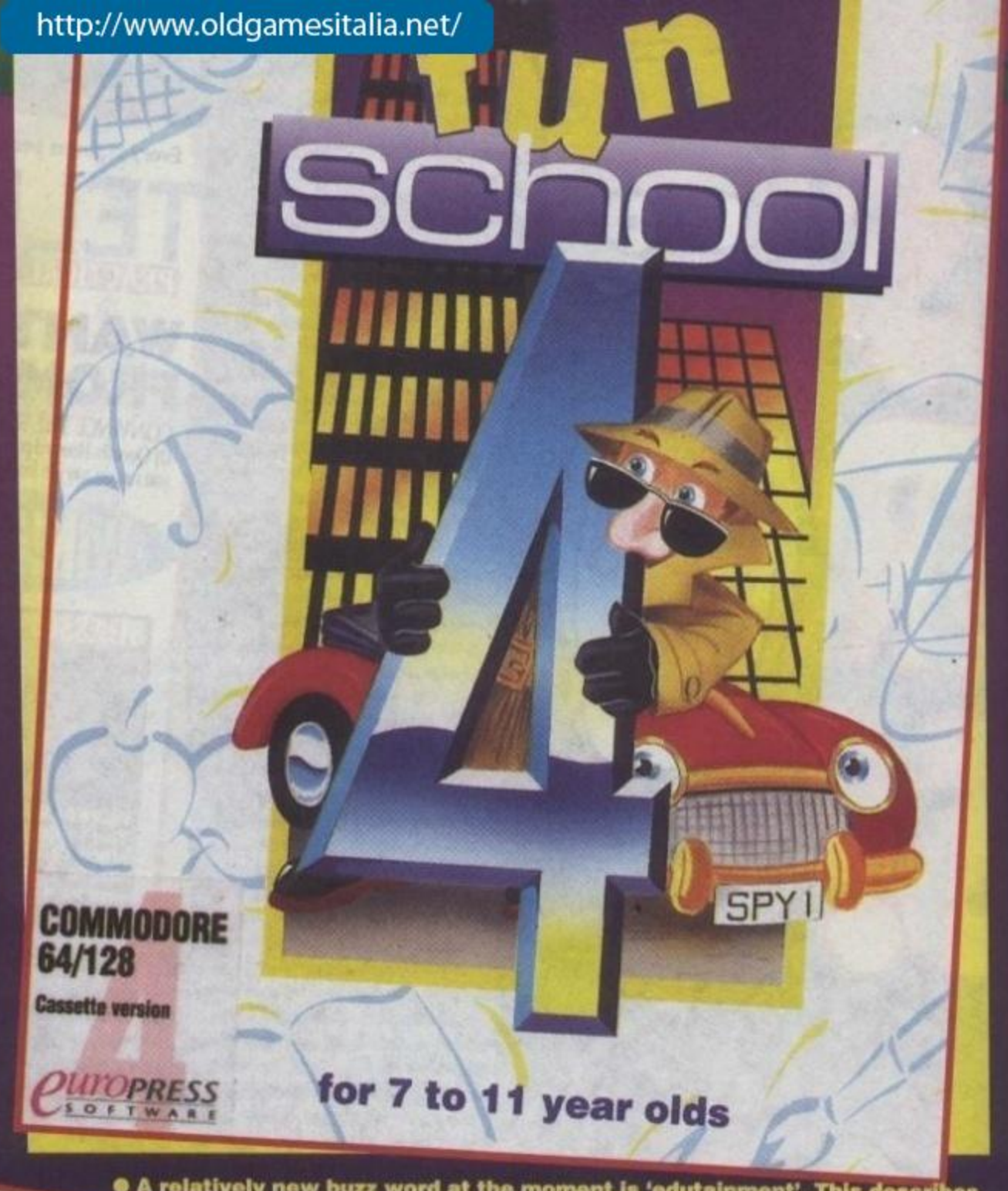
birth to Vector Graphics in their kitchen, and got 'high-school kids, infants, dogs and cats' to assemble computer kits in the bathroom. Ten years later they were employing 400 bods and turning over £150 million. They provided a role model for the thousands of eager loonies who tried to imitate them back in the days when anyone could set up a computer outfit and make a buck or two.

The birth of 'edutainment'...

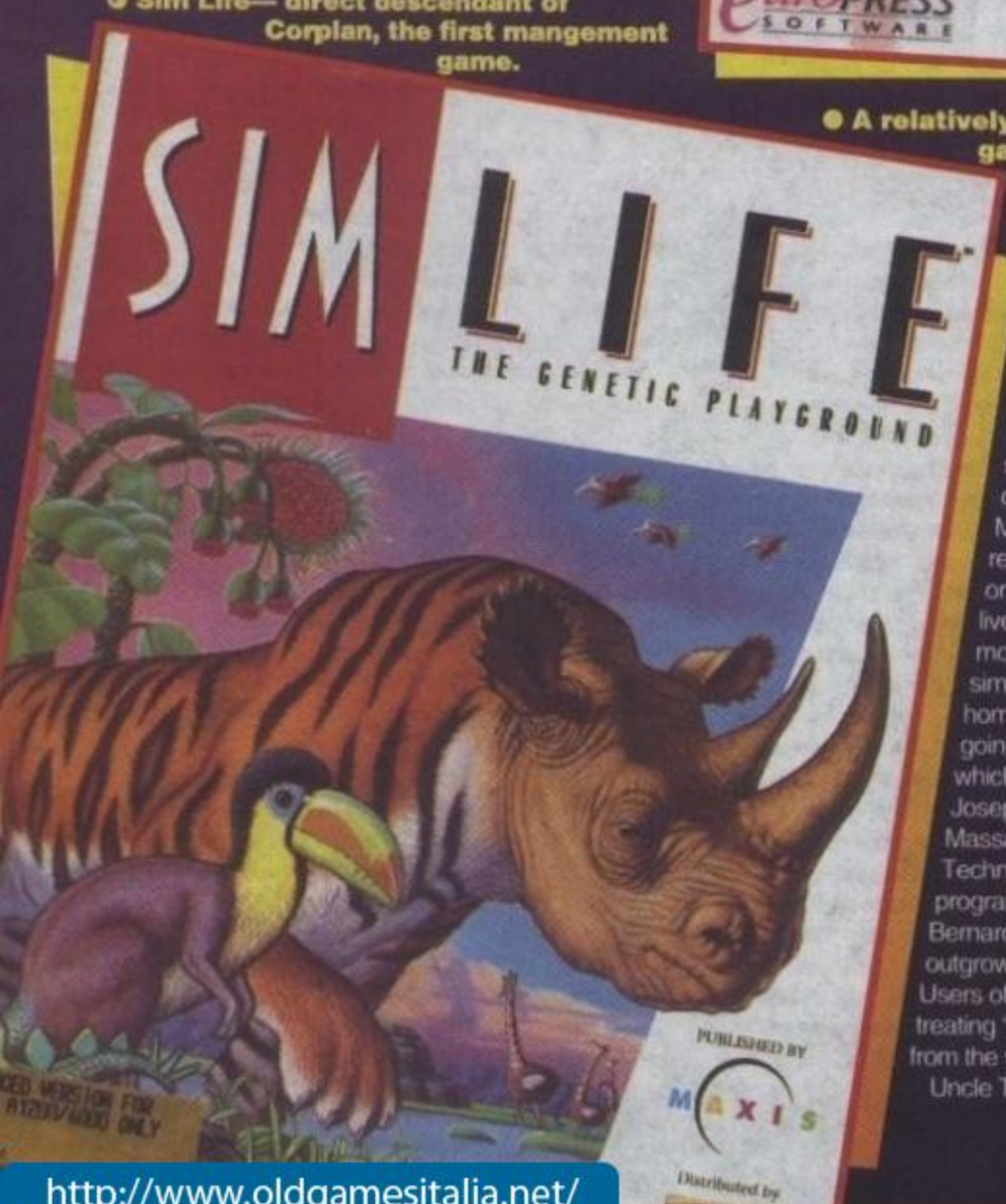
Once upon a time, in a land across the Western Ocean, there lived a mummy named Leslie, who had two little girls, Cori and Cindy. They played with computers instead of dollies in the cradle. Sixteen years ago, when their total ages added up to only 38, they invented Education Games, and called themselves the Learning Company. The interactive-reward system for all later educational packages is based on their programs.

After the USA lost the Vietnam War, many of the maimed and crippled were hidden away in Vets' Hospitals. Sue Melrose took on the task of helping blinded Vietnam Veterans using Braille terminals and synth-voice outputs. her greatest breakthrough has been the development of computer response to the user's spoken instructions. It's greatest abuse has been to use it for fighter-bomber computer control. Ho hum.

John Brunner is a sci-fi writer. He is 60 years old, and his address used to be (and may still be) C/O Natwest Bank, 7 Fore Street, Chard, Somerset. I thought some of you might want to know that, because in 1975 John was the guy who dreamed up the software Virus. So if anyone out there has, for the sake of example, an Amiga suffering from AIDS right now, you know where to find the culprit. Personally I think he's a genius.



Sim Life— direct descendant of Corplan, the first mangement game.



A relatively new buzz word at the moment is 'edutainment'. This describes games with both arcade and education content. Yet would younger gamesplayers be subjected to this without Cori and Sindi?

No matter how they are tarted up, whether by optically stored video images on CD's, holograms or electrodes plugged straight into your brain, computer games are still going to be derivatives of chess or ping-pong. Mixtures of strategy and reflex action. But this is more or less how we live our real lives, and we cannot expect more from computer simulations. The next step in home micro entertainment is going to be Psyche-Ware, which was invented in 1964 by Joseph Weizenbaum at the Massachusetts Institute of Technology. He called his program *Eliza*, after the George Bernard Shaw character who outgrows her human programmer. Users of the *Eliza* program started treating 'her' as a real personality, from the word go.

Uncle Tim Leary was the geriatric dippy-hippy guru who turned several million young people onto drugs during the 1960s. But I can't be too hard on him because he says that his favourite computer game is something called *Deus Ex Machina* by Mel Croucher. Doctor Leary is now a software guru, and has developed *Skipi*, which is not a cocaine derivative that makes you jump ropes while singing nursery rhymes, but stands for Super Knowledge Information Processing Intelligence. It allows the user to reprogram her/his own behaviour, and scares the willies out of me. Ron Levy of Cabonics Inc, USA has taken Psyche-Ware a stage further — his software doesn't allow you to reprogram your behaviour, it reprograms you! By strapping biofeedback electrodes to your head, programs like 'Calm and Clear' effectively hypnotise the user. No doubt some bright spark has already written a program called 'Homicidal Maniac.'

If you're in any way concerned with the future of computing as opposed to its past, William Gibson is the most important young writer in the world. He is American. He is the last of my Computer Greats this month. In his books *Neuromancer* and *Count Zero Interrupt* he tackles the implications of our computerised future — games software, simulations, psyche-ware, software viruses, electronic sex, drugs and violence, artificial intelligence, totally organised total chaos. Go out now and read his work.

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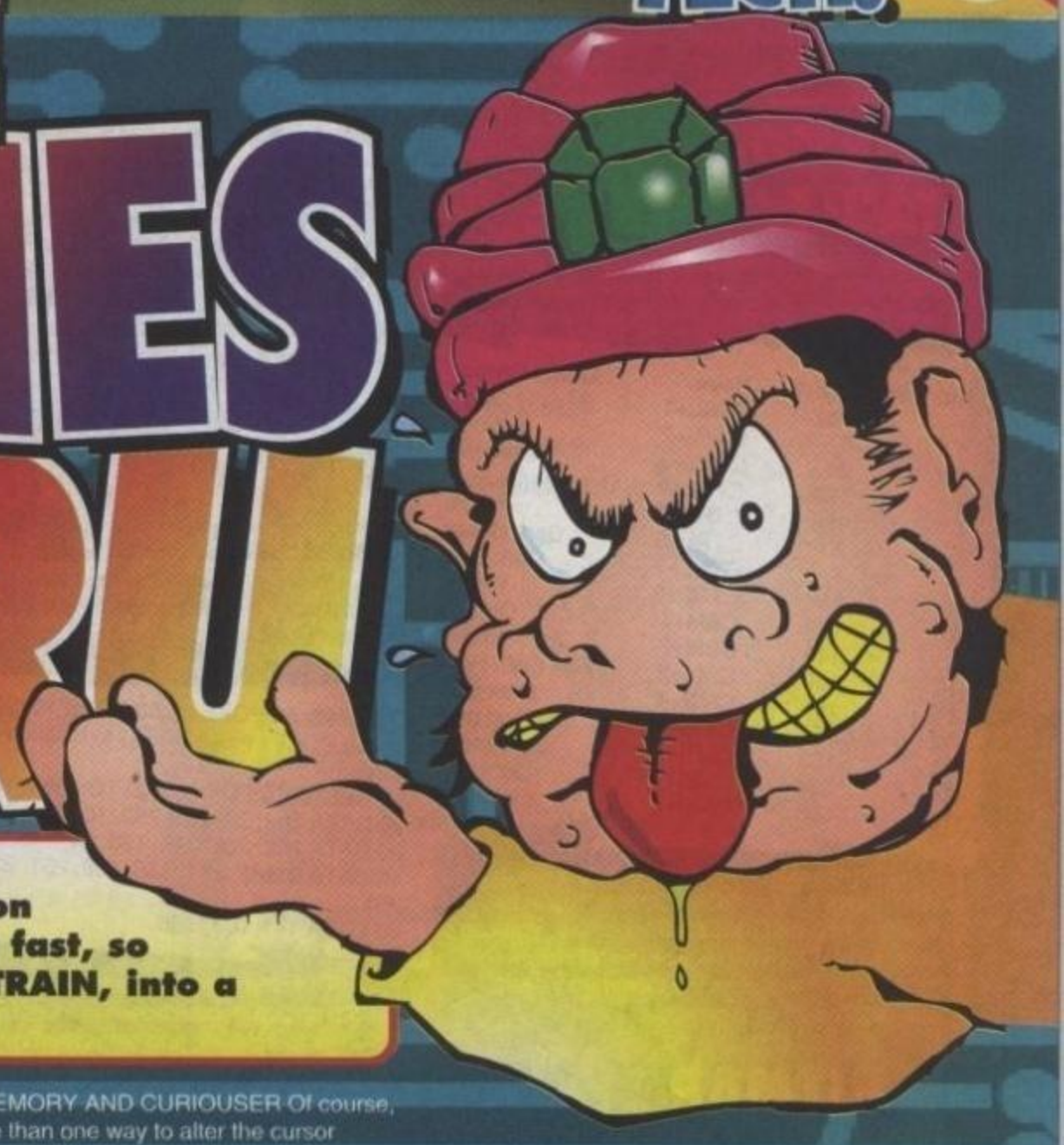
THE GAMES GURU!



Yes, I've been squeezed into three pages this month, so I'd better get on with it! The deadline is approaching fast, so come with me PROFESSOR BRIAN STRAIN, into a magical world of colour and sound!

A KALEIDOSCOPIC CONGLOMERATION!

As promised, this month sees the discussion of colour on the Commodore 64. As mentioned in an earlier article, with all the different modes that the C64 has available, it has a way of defining what colour the graphics will appear in. In TEXT mode, the major factors are the CURSOR colour and the

COLOUR MEMORY AND CURIOUSER Of course, there is more than one way to alter the cursor colour. POKE 646,n will change the cursor to colour n (which is in the range 0-15) You can also include the colour codes by pressing CONTROL or COMMODORE and a number from 1-8 when entering a PRINT statement, or the equivalent CHR$ number (CHR$ stands for 'Character string' and allows you to change many functions).

Colour memory is located in the 1000 locations between 55296 and 56296, and each location corresponds to a single screen position. So, to find the xth character (x is between 0 and 39) on the yth row (y is between 0 and 24),

C=(Y*40)+X

To change the colour

POKE 55296+C,n

Another trick is to change the cursor colour before clearing the screen: on most 64s this will ensure any characters plotted on the screen will be

THE MIGHTY BRIAN!

Hello and welcome to another exciting edition of head scratching, help and heaps of hysterical readers! I hope you enjoyed last month's double helping, and are raring to go as we delve deep into the mail-bag.....

KASHIF REHMAN'S GOT A PROBLEM....

Dear Prof,

I've got a big problem, which is my datasette. You see, what happens is it loads programs but at the end of some it has to de-compact. Why I'm writing is because some games don't de-compact. What can I do about this?

Kashif Rehman, Ilford, Essex

● *There could be several causes for this problem, so I'll suggest some things you can do:*

1) *Before loading, turn off your computer and remove any extra hardware (eg disk drive, Action Replay) then attempt to load the game. I have replied to another reader,*

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visible when they are plotted, without the need to do two POKEs.

THE COLOUR TABLE

And so, for your reference, here is the complete table of all the colours, and how to obtain them with a POKE or colour code/CHR$ command:

Number	CHR$	Keys	Actual Colour
0	144	CTRL+1	Black
1	5	CTRL+2	White
2	28	CTRL+3	Dark red
3	159	CTRL+4	Cyan (turquoise)
4	156	CTRL+5	Purple
5	30	CTRL+6	Dark Green
6	31	CTRL+7	Dark Blue
7	158	CTRL+8	Yellow
8	129	CBM+1	Orange
9	149	CBM+2	Brown
10	150	CBM+3	Pink (light Red)
11	151	CMB+4	Dark grey
12	152	CMB+5	Medium grey
13	153	CMB+6	Light green
14	154	CMB+7	Light blue
15	155	CMB+8	Light grey

As an example, to change the background colour to pink, type POKE 53281, 10. Or to select light green as the cursor colour, you can enter PRINT CHR$ (153) or PRINT, followed by a quote, then press the Commodore key and 6, followed by a quote.

IN BITMAP MODE....

There's a different way of handling colour in bitmap code. In monochrome mode, you can have a different background and foreground colour in each 8 by 8 pixel block; to select the colour, you multiply the foreground colour by 16 and add the background colour e.g foreground black, background cyan.

16*0=0
0+3=3

So, you would POKE screen memory (normally at 1024) with 3. Check out issue 14's Mighty Brian column and see if you can spot how I set the entire bitmap to reflect one choice of colour.

Alternatively, each 8 by 8 pixel block can be different. Imagine the 320 pixels across the display are split into 'blocks' of 8 characters wide, and the 200 pixels vertically are split into 8 pixel blocks. This gives us an area of 40 times 25 blocks, or 1000 bytes. This is the same size as screen memory, and so you can use the same method to colour a single block as you would to find a character or change its colour:

To change the 8th block in on the 5th row (assuming screen memory is at 1024)

C=(5-1)*40)+8
POKE 1024+C, (foreground*16)+background

MULTICOLOURED SWAP-SHOP

Okay, in multicolour bitmap mode things work differently. Screen memory handles two different colours, colour memory (which is at 55296-56295 — remember that from earlier in this month's lesson?)

A BITMAP ROUTINE

Here is a handy routine. You must use the POKEs below first, to move BASIC above the area we are going to use for the bitmap, and then the machine code will clear the bitmap area and fill screen memory in a fraction of the time it would take to do in BASIC. Just one important point: remember to use the POKEs again if you want to LOAD a program you have SAVEd while using this area of memory.

```
POKE 43, 65:POKE44, 63:POKE 16192, O:CLR
(these POKEs move BASIC to location 16192 upwards, making sure our programs do not corrupt the screen).
10 RESTORE:FOR I+3600 TO 3659:READ A:POKEI,A:NEXT
20 DATA 169, 32, 133, 252, 169, 0, 133, 251, 162, 31, 160, 0, 145, 251, 136, 208, 251, 230, 252
30 DATA 202, 208, 246, 160, 64, 145, 251, 136, 16, 251, 169, 8, 133, 252, 165, 2, 162, 3, 160
40 DATA 0, 145, 251, 136, 208, 251, 230, 252, 202,208, 246, 160, 232, 145, 251, 136, 208, 251, 136, 208, 251
50 DATA 141, 0, 11, 96
```

This little program gives us the machine code routine to clear the bitmap screen. We can tell it to fill the area with our chosen colours by POKEing location 2. For example, POKE 2,3:SYS3600 will clear the bitmap area, and set screen memory so that points will appear in black on a cyan background.

To actually see the bitmap, add the following lines

```
60 POKE 2, colour:SYS3600
70 POKE 53265, 59:REM"HIRES BITMAP ON"
80 POKE 53272, 40:REM"BITMAP AT 8192, SCREEN AT 2048"
90 REM "POKE 53270, 216 FOR MULTICOLOUR MODE"
```

To return to text mode

```
1000 POKE 53265, 155
1010 POKE 53272, 21
1020 POKE REM "POKE 53270, 8 FOR MULTICOLOUR OFF"
```

By the way, issue 14's Mighty Brian column also has some routines for drawing on the bitmap screen — so why not try them out?

whose modem caused several games to stop working. This might be enough to cure the problem on its own.

2) Get a de-magnetizing cleaning cassette from your nearest audio/hi-fi specialists, or chain-store like Tandy's, and use it regularly. These are only a few pounds, and can extend the life of your datasette.

3) Check out the datasette alignment package from the Trading Post advertisement.

4) Get your computer repaired by experts (eg Oasis — see their advert). This should be your last resort.

5) Check out the Turbo Datacorder in the Forcefield Plaza which is a high-quality replacement that should reduce your problems.

I hope this has helped you, and other readers with a similar problem.

Brian

KEEPING TRACK OF TIME

● Yes, it's late at night, I'm still working by candle-light, and what should I find in the bottom of the sack but a letter from regular correspondent TONY 'THE PENGUIN' CROWE, sending me a program to help keep track of the time.

```
10 PRINT CHR$(147):ST$=""
20 PRINT:PRINT
30 PRINT"PLEASE TYPE HOUR — USE 24 HOUR CLOCK:";
40 INPUT H$:IF LEN (H$)=1 THEN H$="O"+H$
50 PRINT"PLEASE TYPE MINUTE:";
60 INPUT M$:IF LEN (M$)=1 THEN M$="O"M$
70 PRINT"PLEASE TYPE SECONDS:";
80 INPUT S$:IF LEN (S$)=1 THEN S$="O"+S$
90 IF LEN (H$+M$+S$) ≤6 THEN ? "MISTAKE — PLEASE TRY AGAIN": GOTO 10
100 TI$=H$+M$+S$:PRINTCHR$(147)
110 ?CHR$(19):PRINT:PRINT:PRINT
120 PRINT"TIME IS -
";LEFT$(TI$,2)+";"MID$(TI$,3,2)+";"RIGHT(TI$,2)
130 S$=RIGHT$(TI$,2)
140 IF RIGHT$(TI$,2)=S$ THEN 140
150 GOTO 110
```

Remember, if you have any improvements to this program, or any short programs of your own, please send them to me at the usual address.

MISSIO

Dear Commodore Force,

I am Mark Redpeam aged 12 from Skegness. I am writing to ask if you could put a piece telling me how to do backgrounds, make sprites and move them, to go with the multi-coloured Clyde sprite so that you can control him with a joystick.

Mark, Somewhere

PS Your magazine is the best

PPS Thank you

PPPS Please put a ten-level demo of either

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handles the third colour, and 53281 (which handles background colour 0) affects the WHOLE screen; you cannot select a different background for each 8 by 8 pixel block.

However, with three colours in every block you are spoilt for choice. Remember our method for colouring a single block in monochrome mode? Well, this is how it is modified for multicolour mode:

C=(Y*40)+X (where X and Y are the co-ordinates of the block)

POKE 1024+C, (multicolour 1*16)+multicolour 2

POKE 55296+C,multicolour 3

In monochrome mode, if a pixel is set to 1, the foreground colour is displayed, otherwise the background colour is shown. In multicolour mode, things are a little more complex as the pixels are grouped in pairs. If the two bits are 0 (0 0), background colour in 53281 is shown. If the right hand bit is 1 (0 1), the colour is multicolour 1 (which we multiplied by 16 and placed in screen memory). If the left hand bit is 1 (1 0), the colour is multicolour 2 (which we added to the value of multicolour 1 and placed in screen memory)

If both bits are 1 (1 1), the colour is taken from colour memory.

A SOUND IDEA

To round off this month, we'll take a quick look at sound. Sound is controlled by a section of memory called the SID registers, which control the Sound Interface Device chip, or SID for short. SID offers three channel sound, waveform and envelope control, and volume and filtering. Don't worry if you don't understand all the terms, this first demonstration program is just going to demonstrate the basic principles involved.

You can set a variable to point to the sound registers, in the same way I have used v to represent the VIC chip registers. So, the first thing to learn is that S=54272. It's good practice to clear the sound registers before doing anything (although, if you are playing more than one sound, this isn't necessary).

You can use DATA or memory to store a tune, and then READ/PEEK it back and POKE it into the sound registers. Finally, there are three voices available, and all three can work independently of each other. In this example program we will be using voice 1 only.

```
10=S=54272
20=NL=S
30=FOR T=S TO
VOL:POKET,O:NEXT
40 POKEAD,
64+9:POKESR,240+O
50 POKEVOL,15
60 READF,DUR:IFF≤0 THEN
POKE WV,0:END
70 DUR=DUR*20
80 H-INT(F/256):L=F-(H*256)
:POKENH,H:POKENL,L
90 FOR CO=1 TO DUR:NEXT
100 POKE WV, 32
110 FOR PAUSE=1 TO 50:NEXT
120 GOTO 60
200 DATA 4820, 8, 6420, 8, 6420,
12, 6068, 4, 6420, 8, 8100, 8,
8100, 8, 7220, 8, 9637, 8
220 DATA 6068, 4, 6420, 8, 8100,
8, 8100, 8, 7220, 8, 9637, 8, 7220,
8, 7220, 12, 6068, 4
230 DATA 6068, 8, 5396, 8, 4820,
16
240 DATA -1, -1-, -1
```

Do your recognise the tune? Write in, and you could win a piece of the famous Ludlow turban, buried centuries ago, or something...

Time to sign off again, so I'll leave you with the tasty tit-bit of information that next month we'll be looking at the techniques involved in making music and sound effects on the 64. There'll also be more on graphics. So, if you have any comments or suggestions, write to:

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Letters that should have gone to Lloyd, the Tipster, or Bash will be passed on and severely delayed!

VERY IMPOSSIBLE

Creatures or *Creatures 2* on Reel Action?

● ***Well, Mark sent me a lovely drawing of Clyde, but I have to let Mark down gently...***

1) ***The Games Guru section, conveniently located near this column, and in several monthly parts (only available in this magazine) is designed to give all the readers an insight into how to make games. Be patient, and all the topics you mention will be covered.***

2) ***Clyde Radcliffe appeared by permission of the Rowlands (John & Steve, the programmers and designers of the Creatures games) and will not be making an appearance again. If you want to control him with a joystick, why not buy the game?***

3) ***...and Creatures is currently available from Kixx for £3.99. As for putting demos on the covertape, in this instance it's not possible. It's difficult to acquire the rights for any program (not to mention expensive), particularly when the game isn't a new one. A demo of the two games would be pointless. You'll just have to make do with the high standard of programs that do make it onto Reel Action.***

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